

"Bad Timing"
1014-160
Final Board

Date 09/04/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 09/04/13
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Nate Cash

Storyboard by
Pendleton Ward
& Kent Osborne

SEP 24 2013

1014/160

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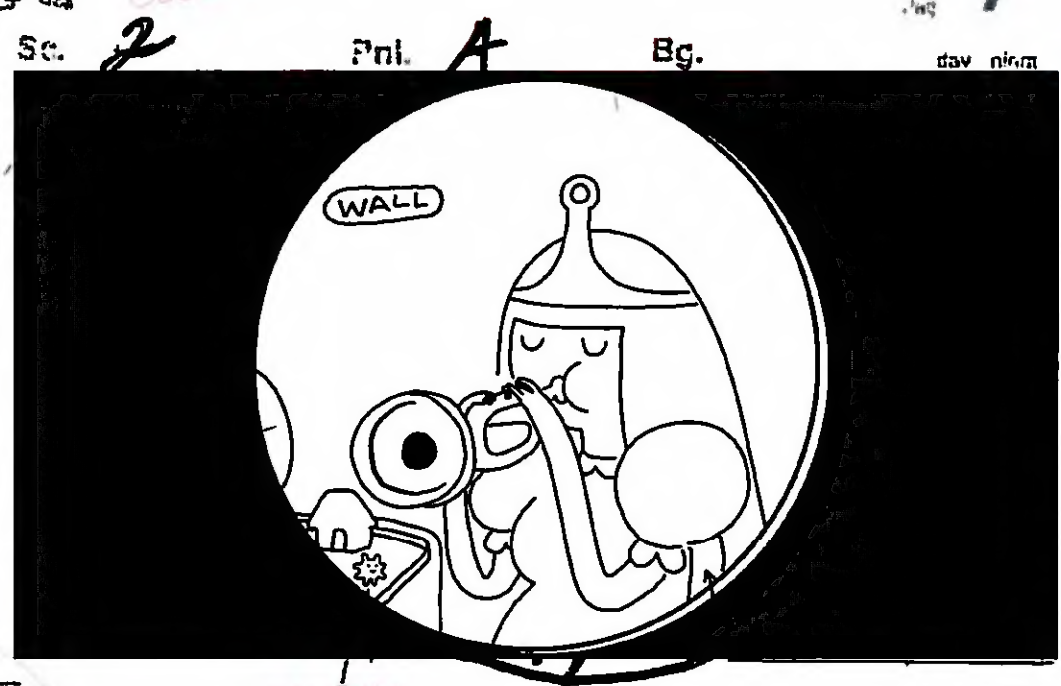
1014/160

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ADVENTURE TIME



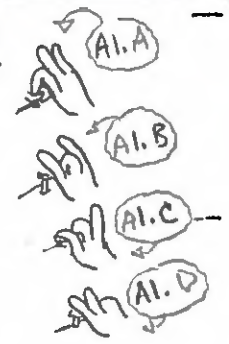
REVISED
11/20/13



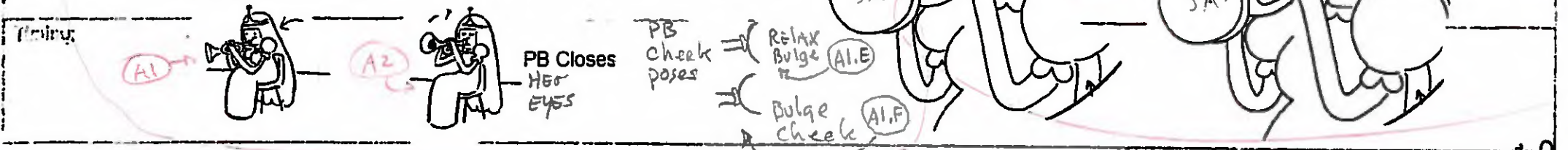
SFX: * PB on trumpet: toot toot!

- PB SITS IN ORANGE PLASTIC CHAIR.
- PB leans forward slightly

LEFT HAND
Finger
Poses



SFX: tootle to tootle toot



HO
CUT

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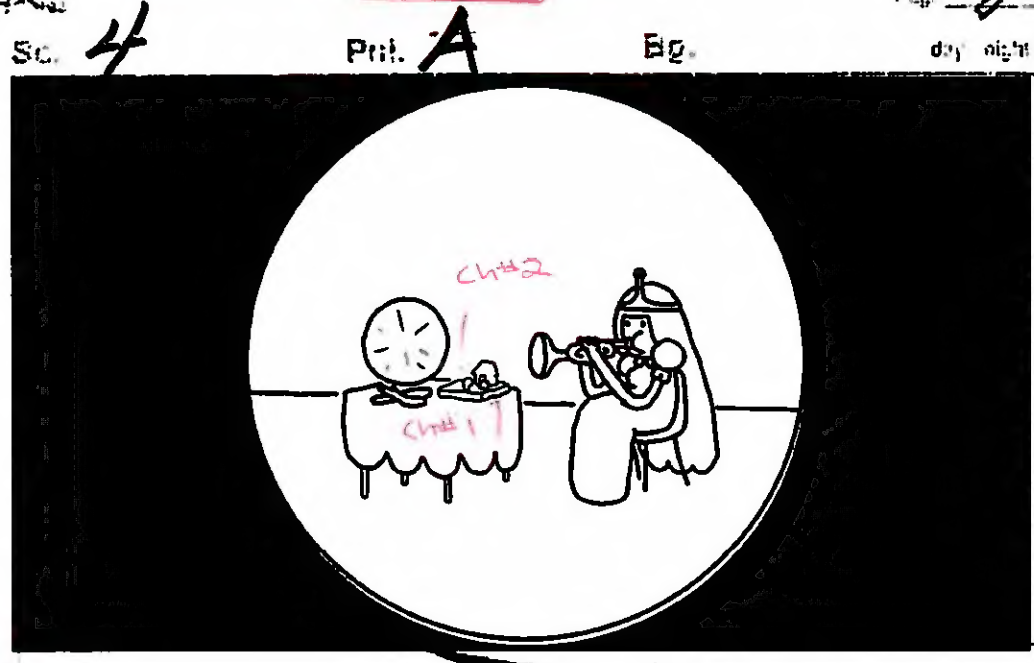
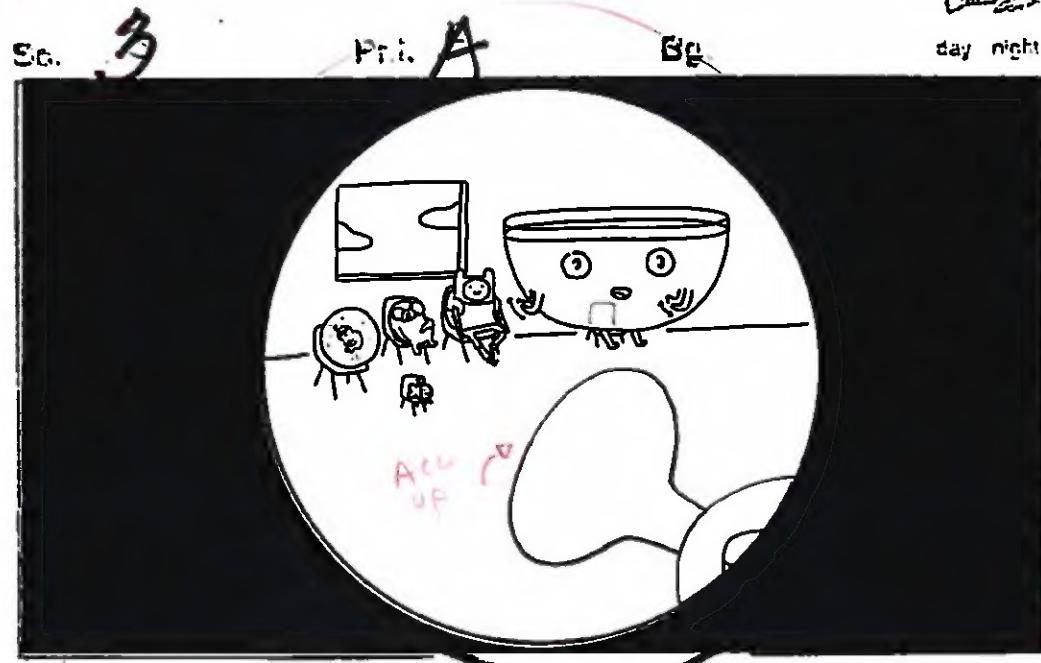
Production

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ADVENTURE TIME



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11/20/13



SFX: toot tootle toot toot! ————— toot toot toot

Timing



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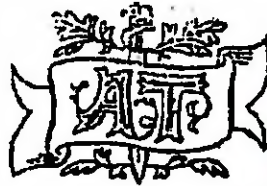
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ADVENTURE TIME



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11/20/13

Page 3

Sc. 4 CONT Pnl. B

Bg.

day night



Sc. 5

Pnl. A

Bg.

day night

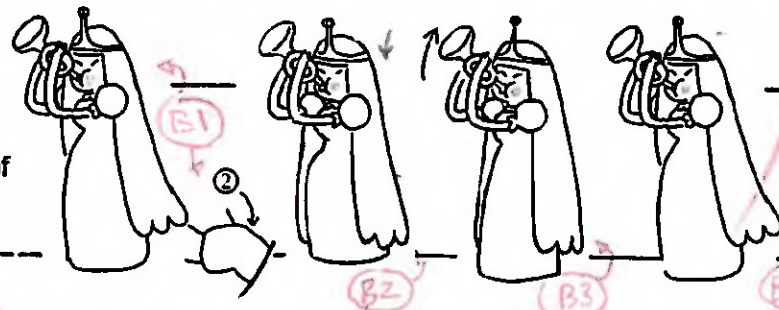


SFX: **OOT!**

DX Blush
FADE ON
Cheeks

SFX: **CLAP
CLAP
CLAP**

PB STANDS / CHAIR FALLS



Timing:

PB Accents end of
the note



ELDER
STANDS
UP

TURN

TURN

P

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1014/160

CW

ADVENTURE TIME



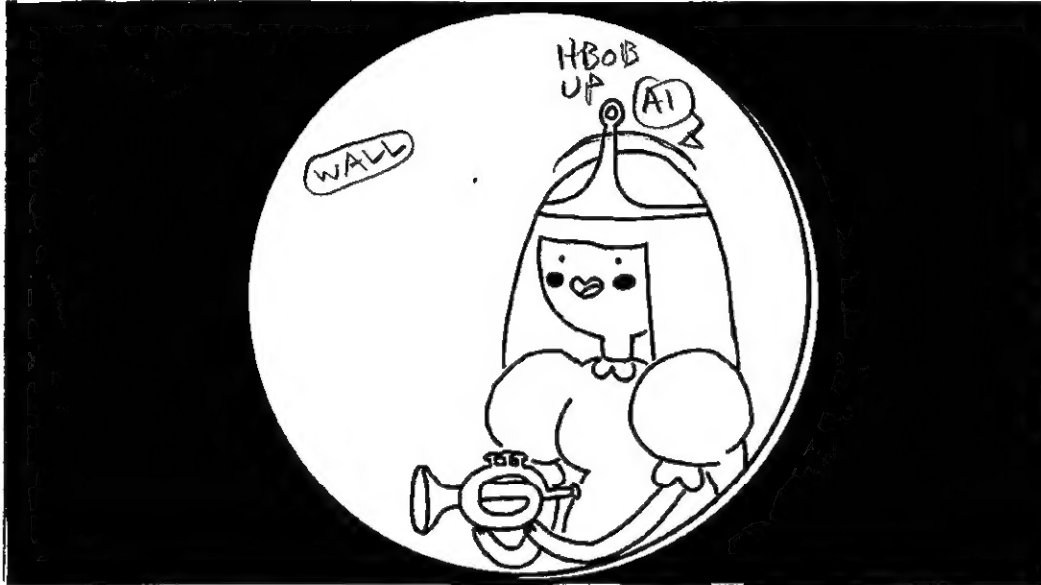
Page 4

Sc. 6

Pnl. A

Bg.

day night

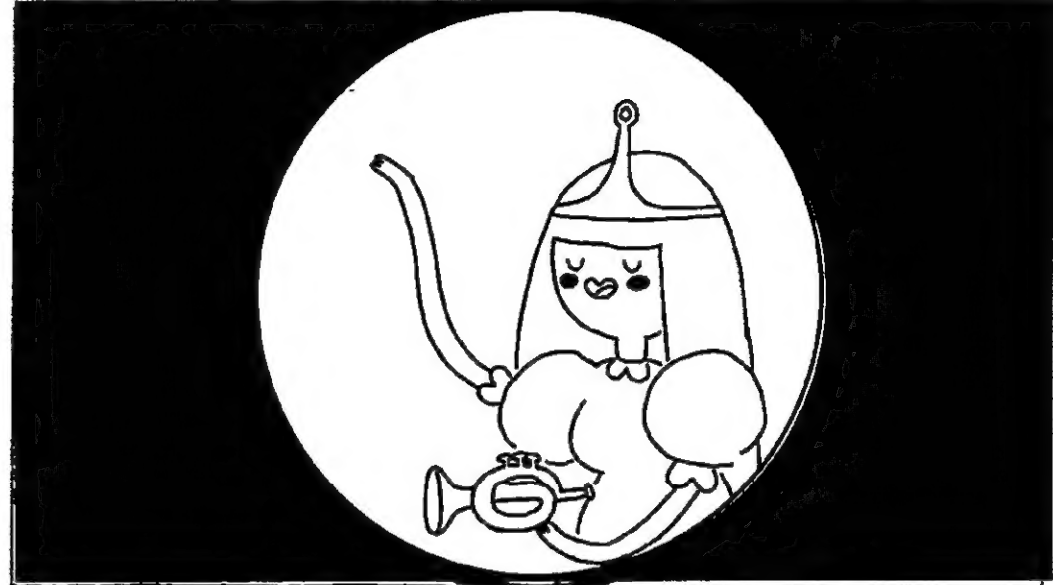


Sc. 6 **CONT**

Pnl. B

Bg.

day night

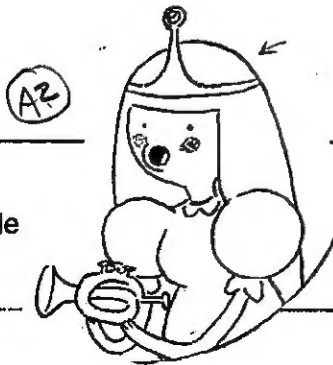


PB (out of BREATH (HEAVY BREATHING))

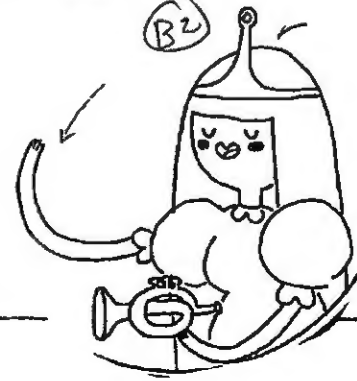
PB/ Ladies and gentlemen, I have invented-

Timing:

-Big Exhale



-PB antics slightly



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ADVENTURE TIME

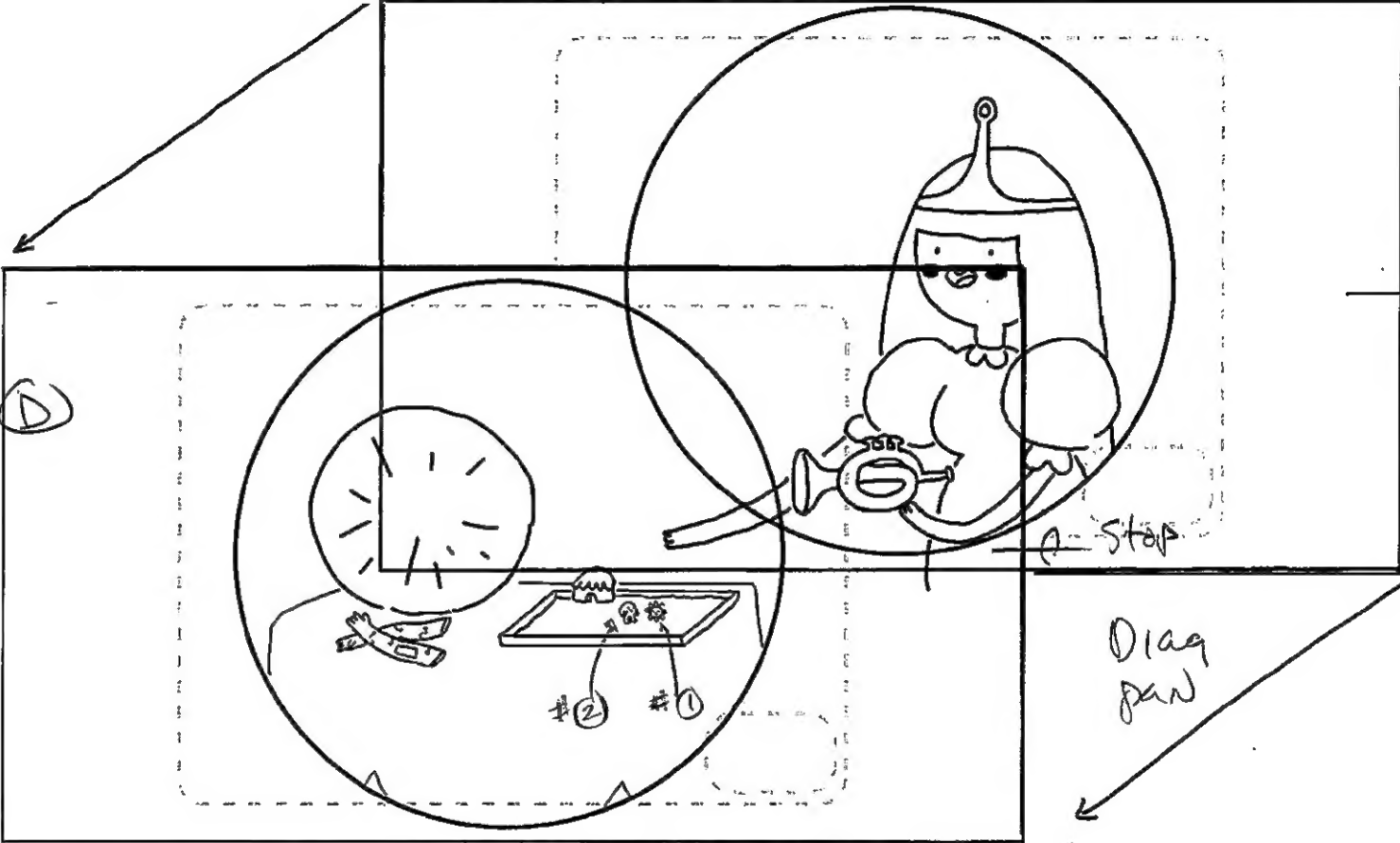


Handwritten: Hu Cut

Sc. 6 *cont*

Pnl. C

Bg.



Handwritten: A Start

1014-160

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Handwritten: Diag pan

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Production :

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| |
|--------------------|
| Dialog: |
| PB/ TIME TRAVEL!!! |
| Action: |
| -pan down to table |
| Timing: |

1014/160

1014
Cut

ADVENTURE TIME



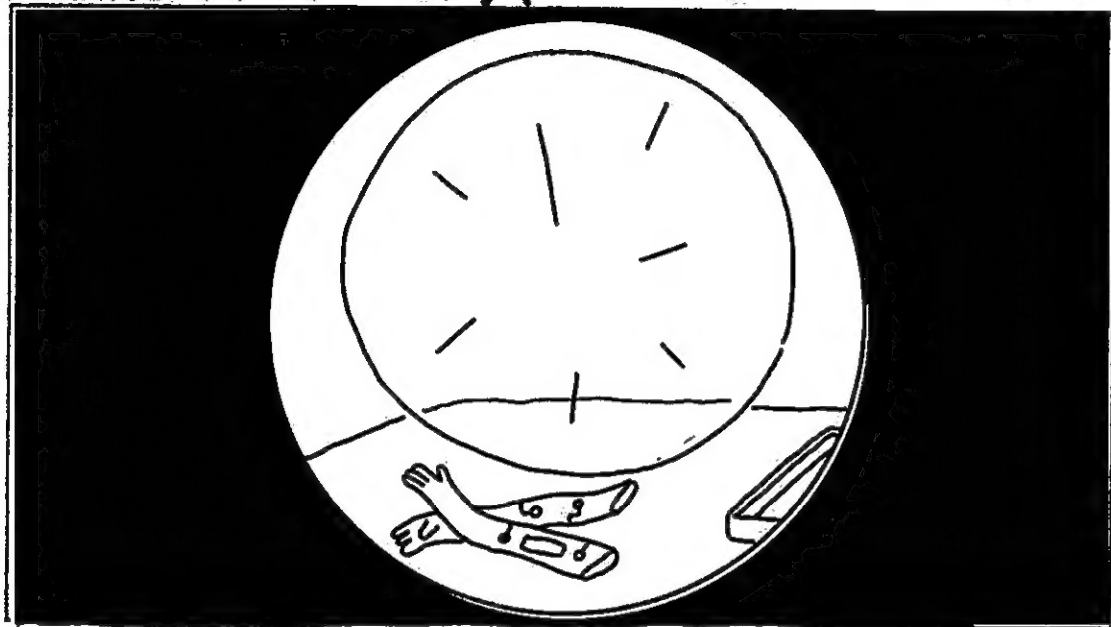
Page 6

Sc. 7

Pnl. A

Bg.

day night

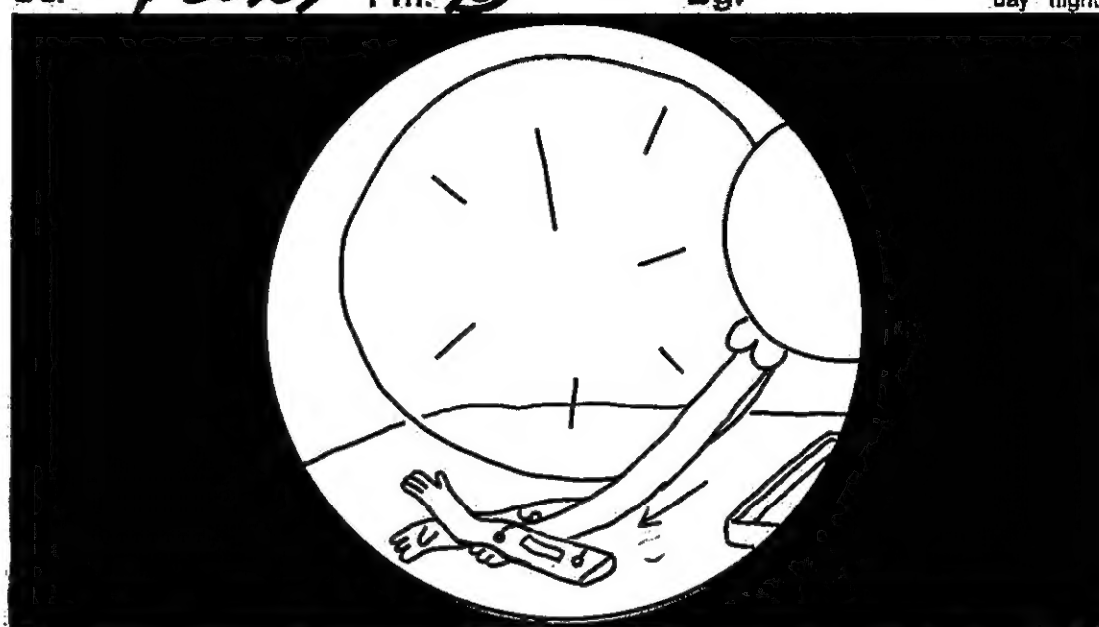


Sc. 7 CONT

Pnl. B

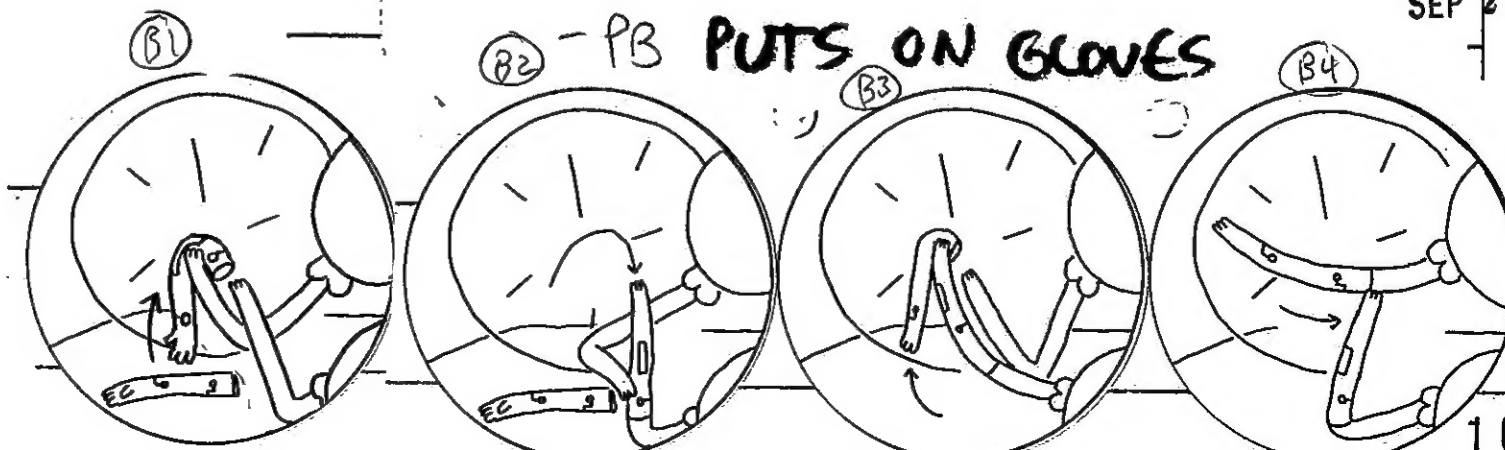
Bg.

day night



PB: THIS PHASICAL SPHERE IS
FLOODED WITH INFO WAVES THAT
SCAN EVERY SECOND, LOGGING
EVERY MOLECULE THAT
PASSES THROUGH ITS VOLUME.

Timing



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Production :

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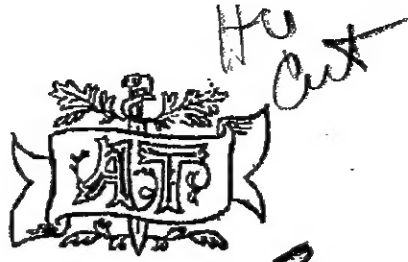
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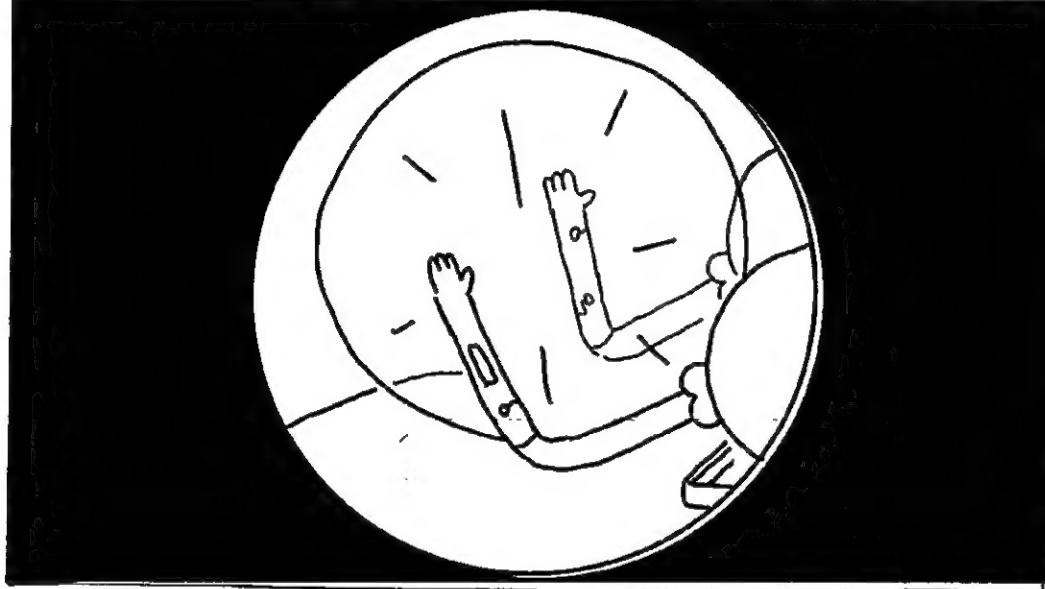
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ADVENTURE TIME



Sc. *7 cont* Pnl. *C* Bg. day night



Sc. *8* Pnl. *A* Bg. day night



Page *7*
day night

- PB PICKS UP SPHERE



Timing:

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Production :

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ADVENTURE TIME



Page 8

Sc. 8 *CONT*

Pnl. B

Bg.

day night

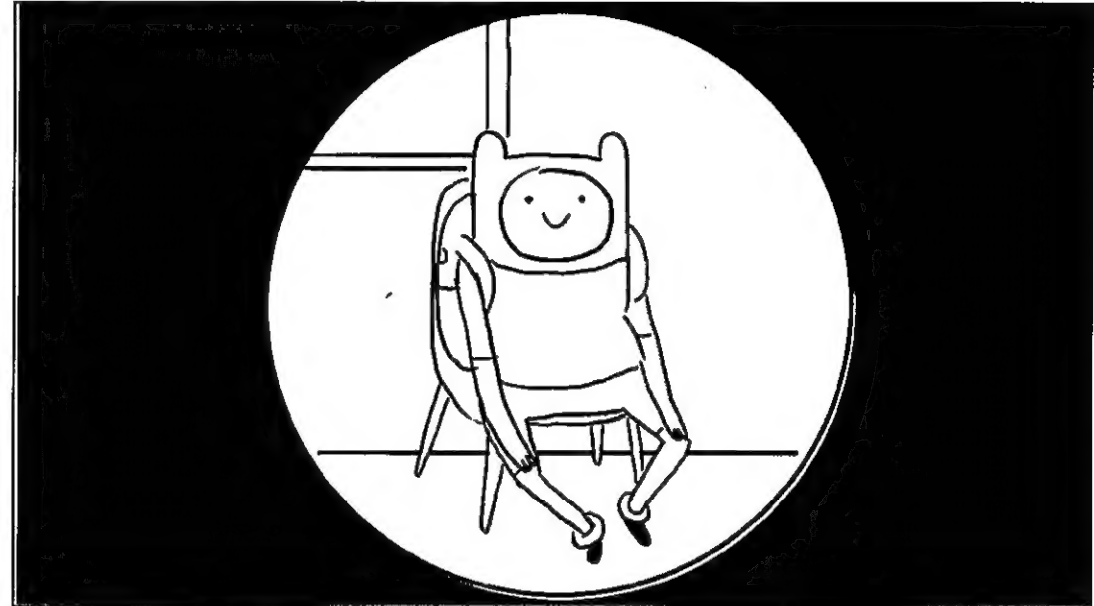


Sc. 9

Pnl. A

Bg.

day night



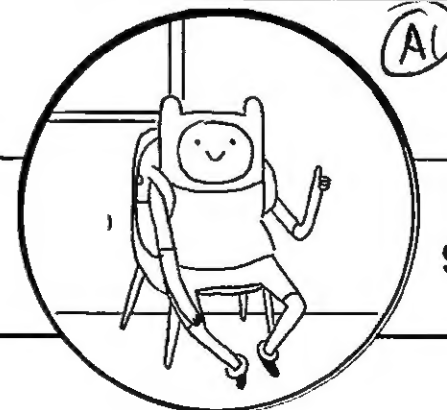
Dialog:

PB/ I made special gloves for it.

Action:

-Finn gives PB
a thumbs up

Timing:



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Production :

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ADVENTURE TIME

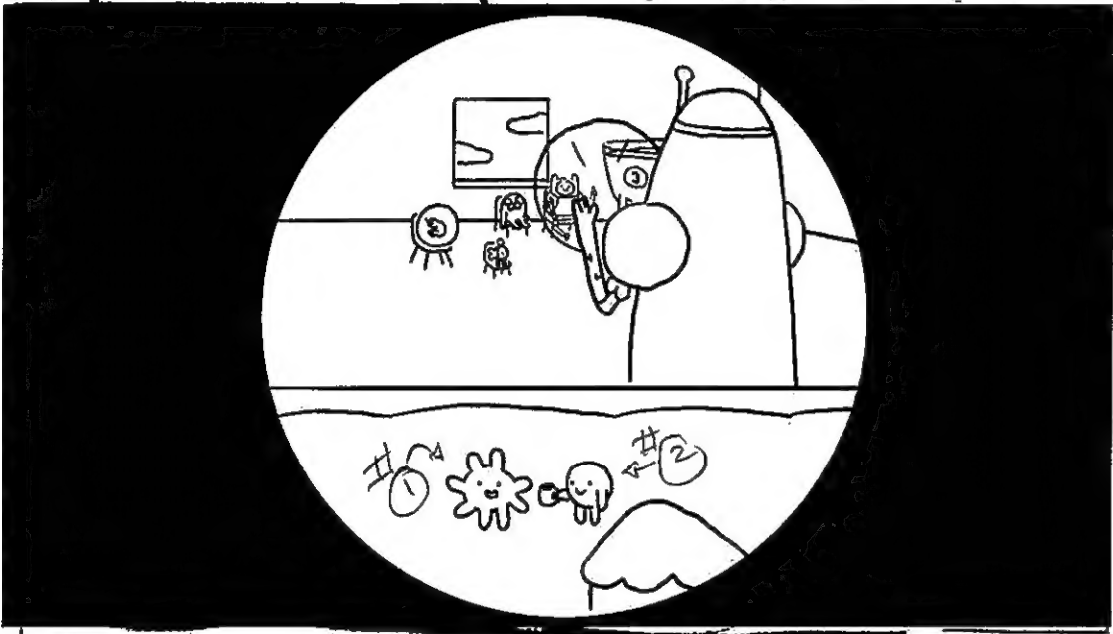


Sc. 10

Pnl. A

Bg.

day night

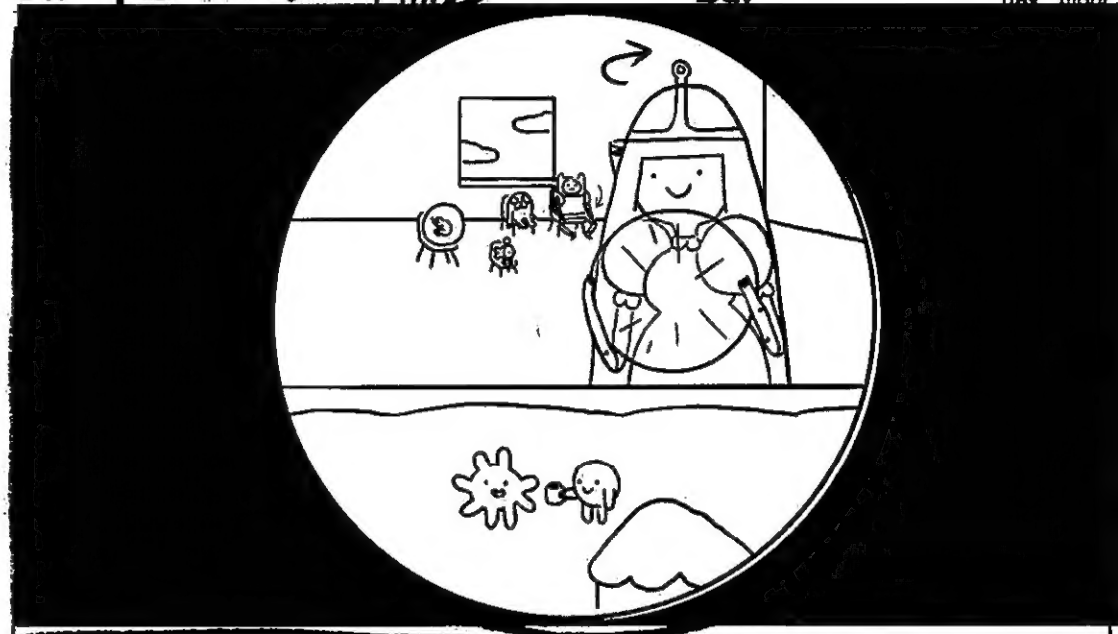


Sc. 10 cont

Pnl. B

Bg.

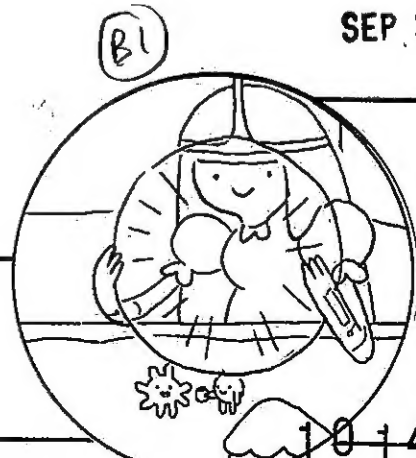
day night



Page 9

(H) TAKEPOSE

- PB NMS around



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Timing:

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Production :

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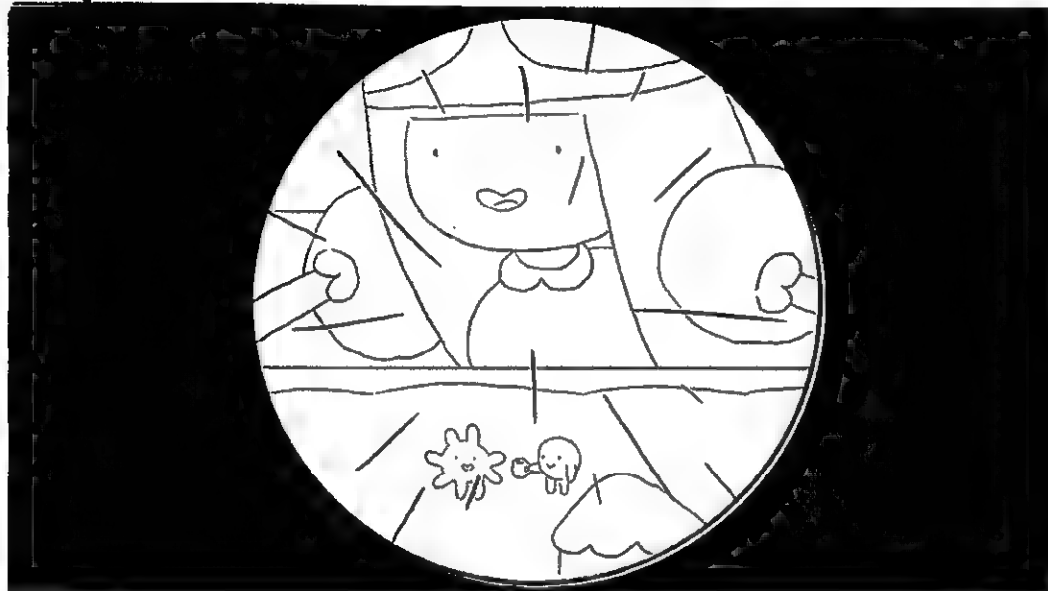
ADVENTURE TIME



Sc. 10 CONT Pnl. C

Bg.

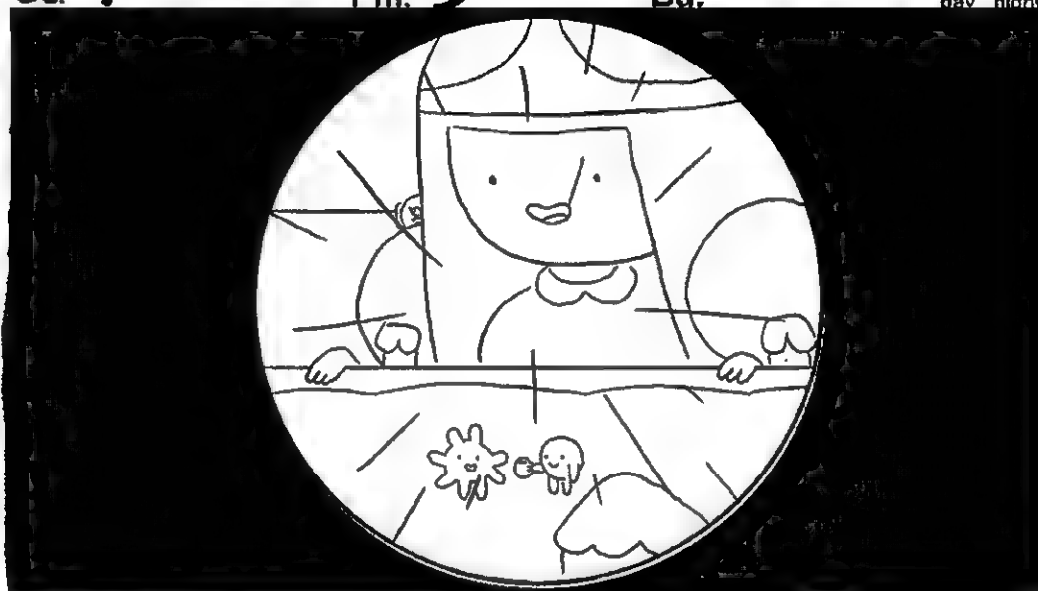
day night



Sc. 10 CONT Pnl. D

Bg.

day night



- Places Sphere within circle frame.

PB: NOW CHECK IT OUT!

IT'S LOGGING TIME!

Timing:

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Page 10

Hu
Cust

Ho
Cut

ADVENTURE TIME



Sc. 11

Pnl. A

Bg.

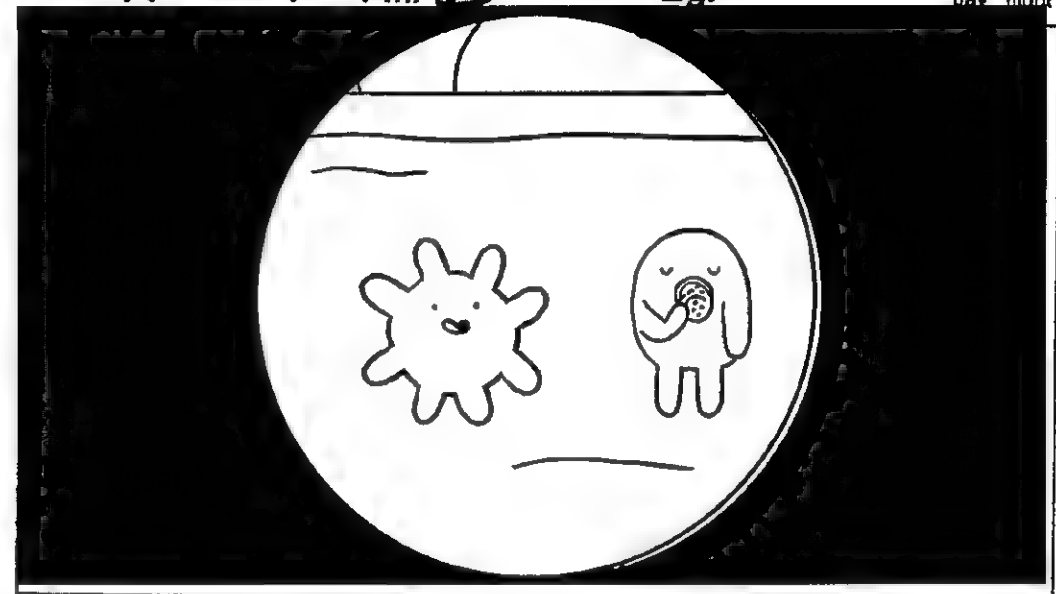
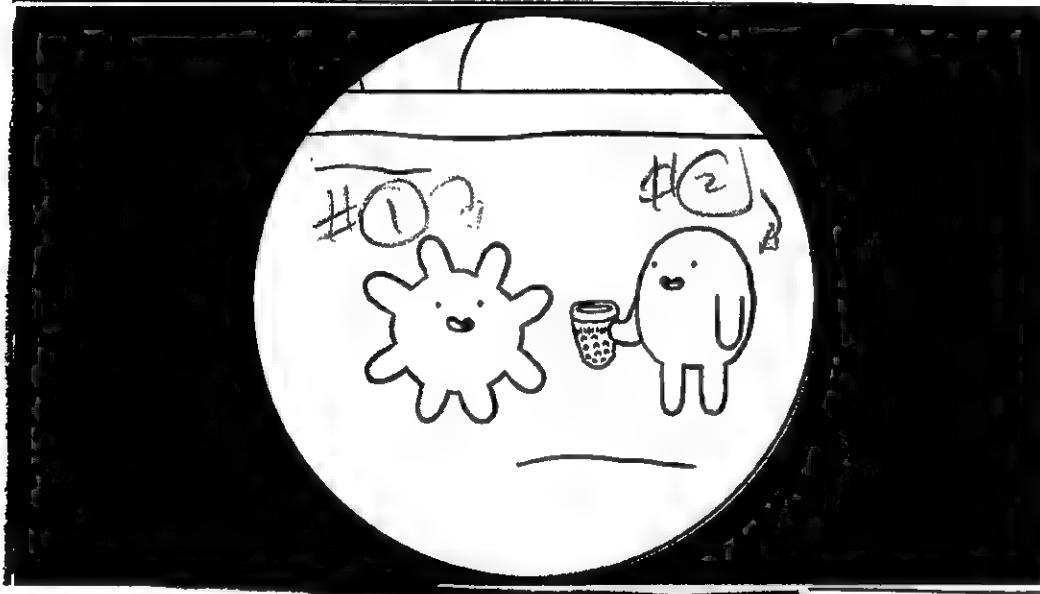
day night

Sc. 11 CONT

Pnl. B

Bg.

Page 11
day night



LITTLE GUY 1
LITTLE GUY 2: lalalalal
lalal

(LG2 holds cup of coffee)

LG1: blalalalal
LG2: *sssiip*

Timing:

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Production :

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ADVENTURE TIME



Page 12

Sc. 11 CONT Pnl. C

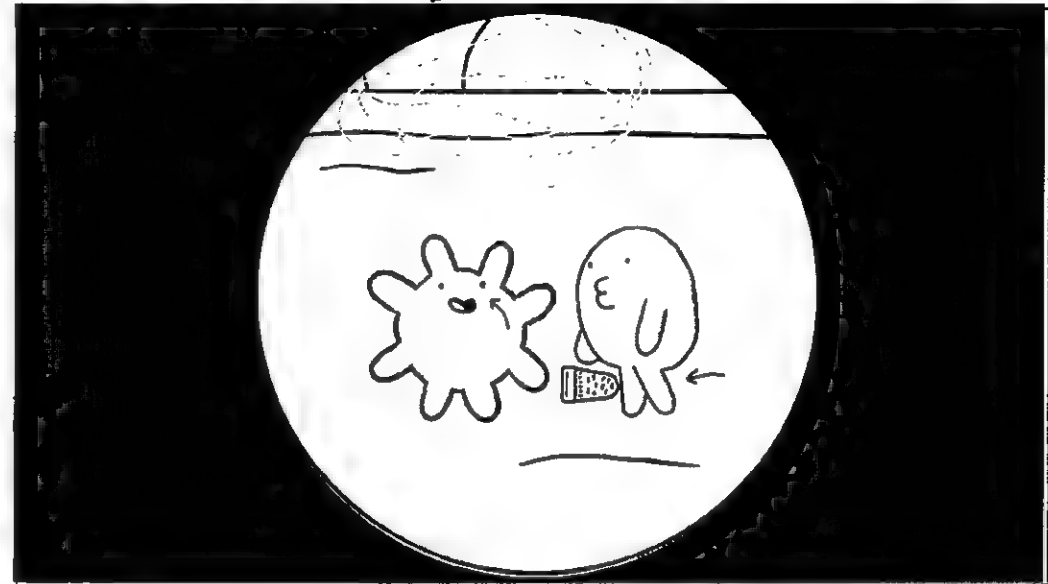
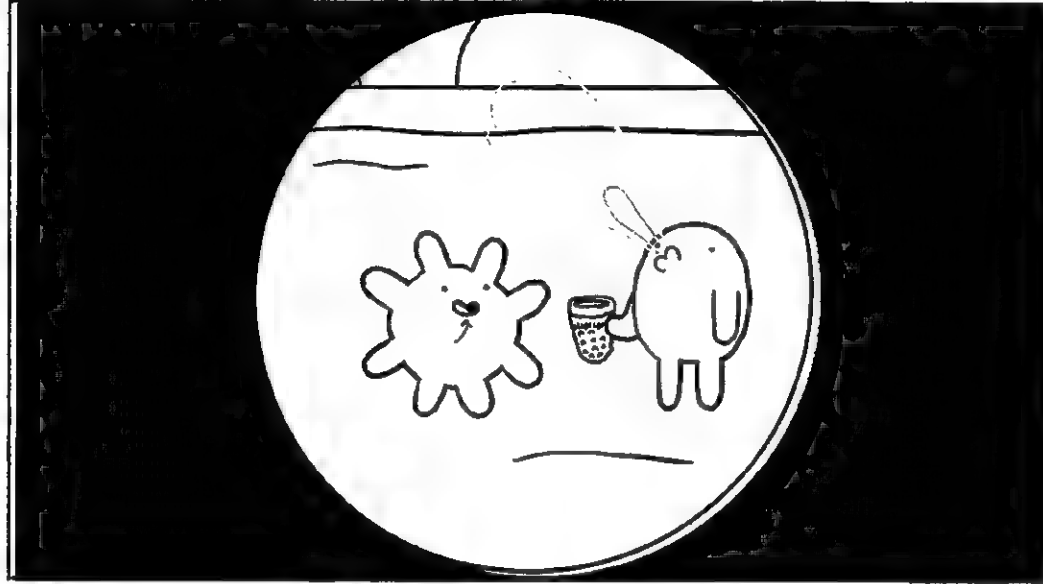
Bg.

day night

Sc. 11 CONT Pnl. D

Bg.

day night



CG1: bklalabklal
CG2: phffff!!!
(sprays coffee in air)

CG 1+2: * KISS *

Timing:

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ADVENTURE TIME



Sc. 11 CONT

Pnl. E

Bg.

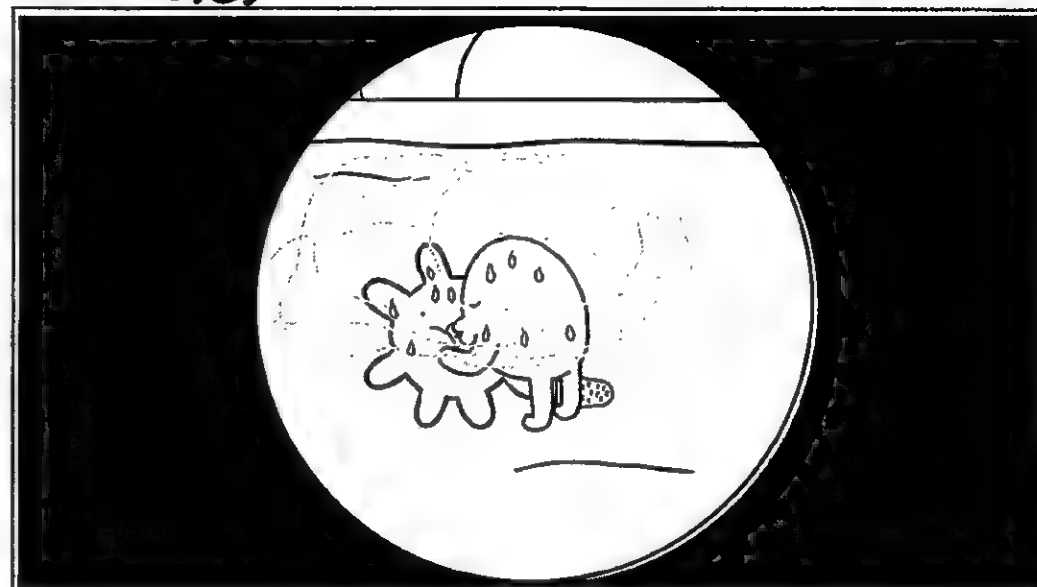
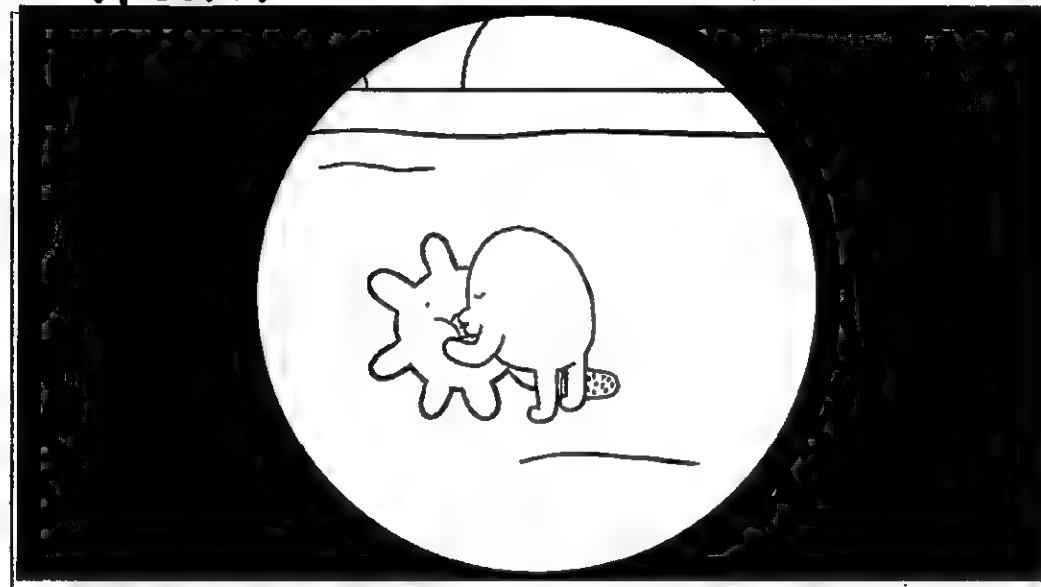
day night

Sc. 11 CONT

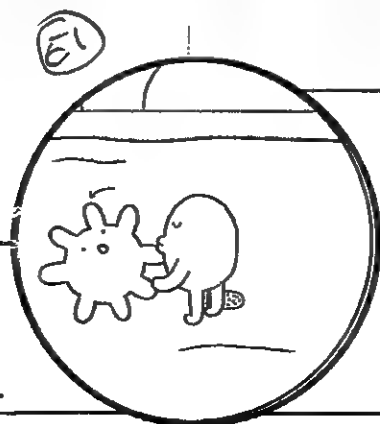
Pnl. F

Bg.

Page 13
13A NEXT
day night



LG #182/ <Kissing>



Timing:

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ADVENTURE TIME



Page 13A
14 NEXT
day night

HW
cut

Sc. 11 *CONT*

Pnl. G

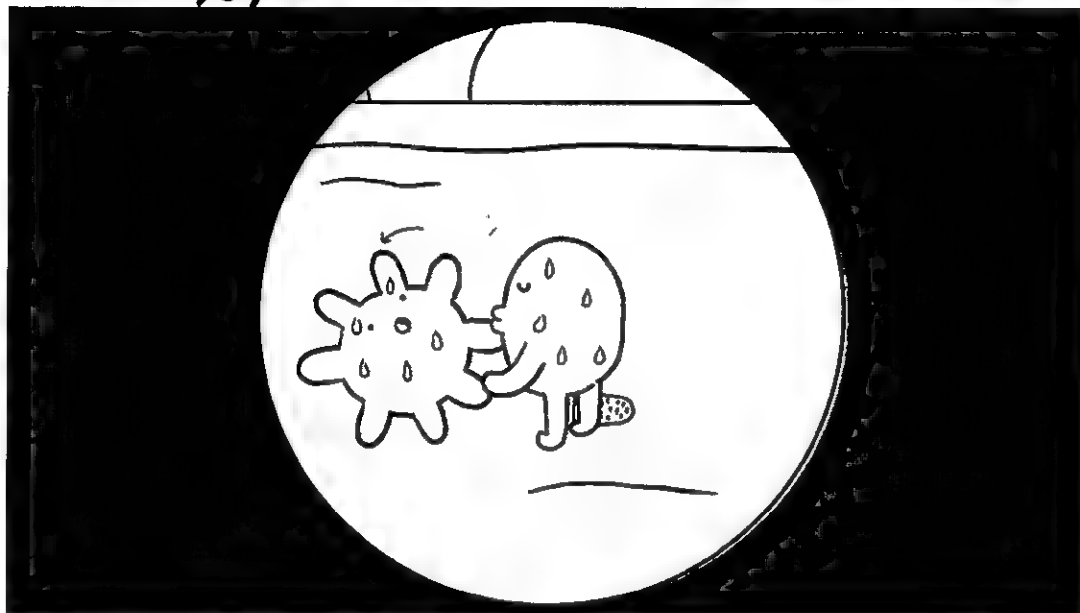
Bg.

day night

Sc. 12

Pnl. A

Bg.



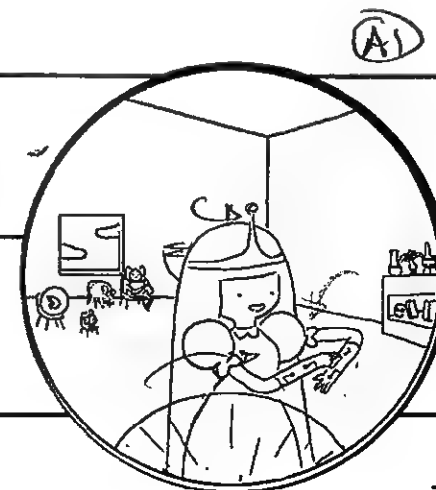
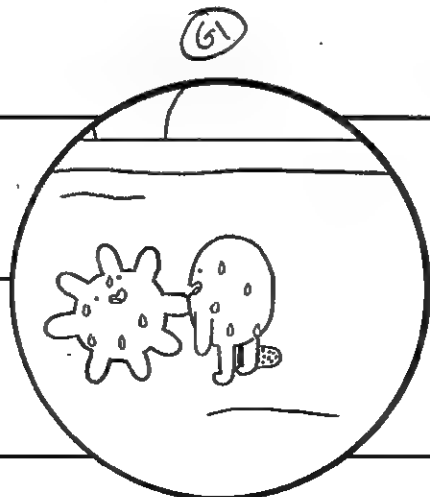
Dialog:

LG 1&2/ BLABLALALALALALA.

PB/ I'll set the clock back now...

Action:

Timing:



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Production :

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HO
CUT

ADVENTURE TIME



Page 14

Sc. 13

Pnl. A

Bg.

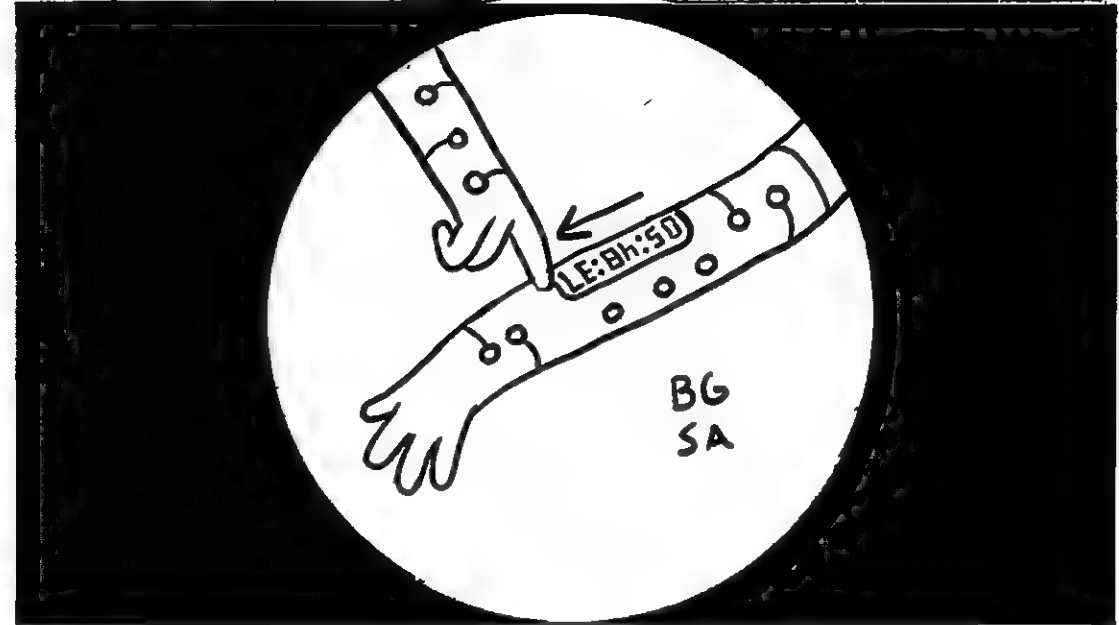
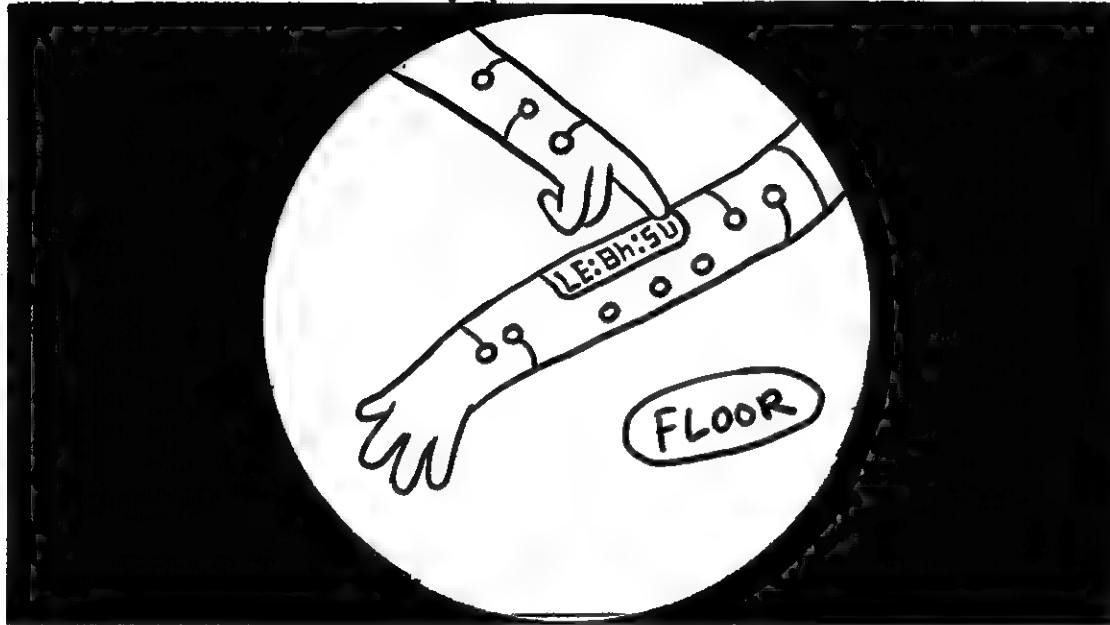
day night

Sc. 13 CONT Pnl. B

Bg.

day night

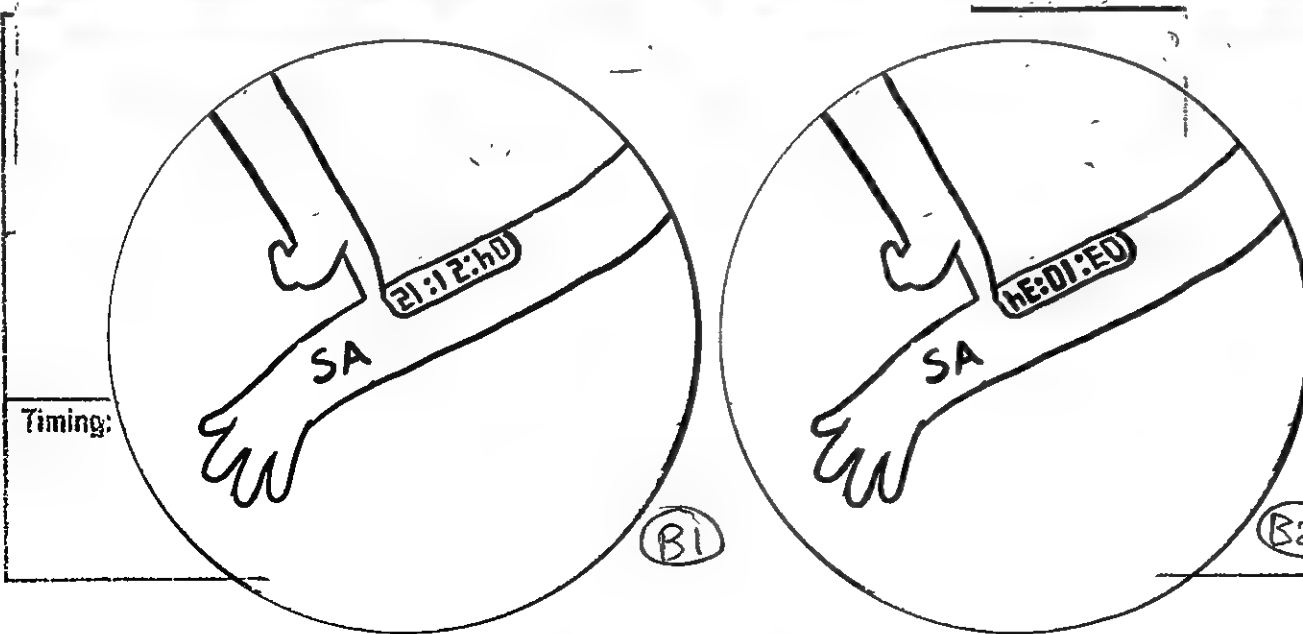
CUT



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- PB glides finger on panel
- Numbers flicker & SCROLL
BACK

Timing:

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Production :

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Cut

ADVENTURE TIME



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Sc. 14

Pl. A

Bg.

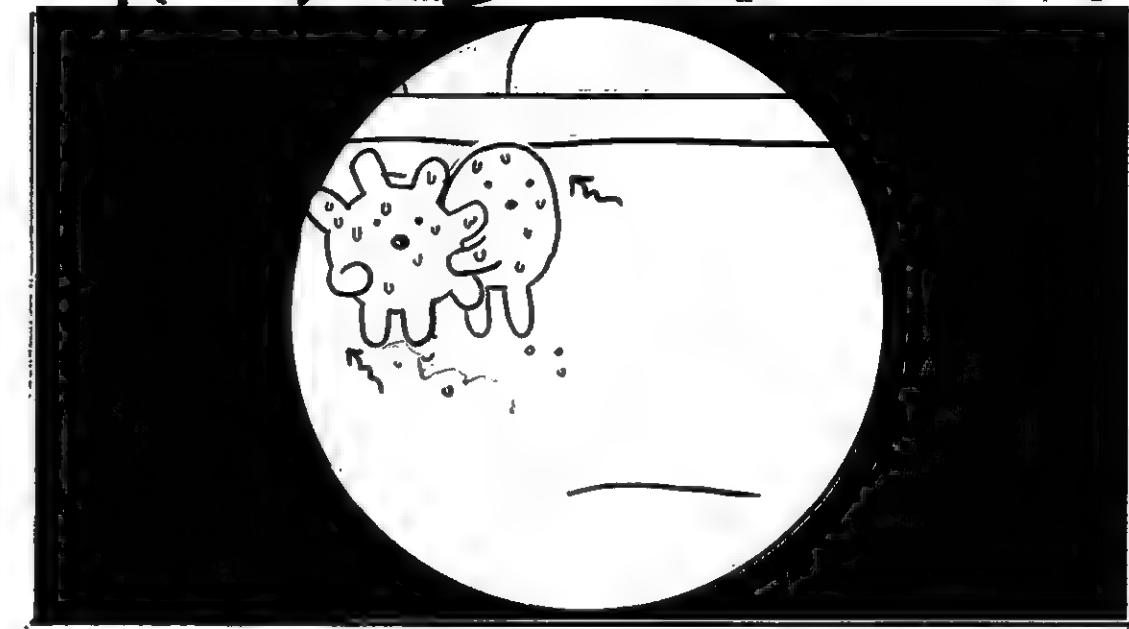
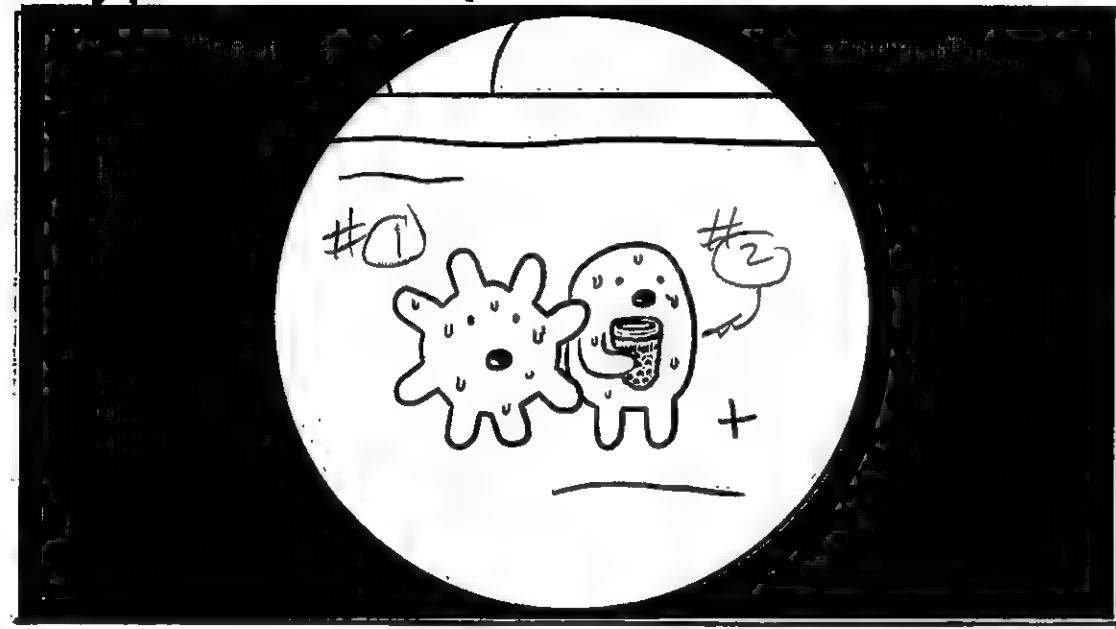
day night

Sc. 14 CONT

Pl. B

Bg.

day night



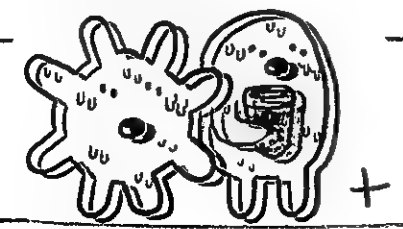
LG 1&2/ <kissing rewind>

- GHOST IMAGE OF LITTLE GUYS APPEAR (DONE IN POST)

LAYOUT & ANIMATION
NOTE

Timing:

X



NOTE TO TIMING:
ALL GHOST IMAGE
ANIMATION WILL
BE DONE IN POST.

- LITTLE GUYS BACK AWAY

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THIS POSE FOR REF.
ONLY.

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Production :

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ADVENTURE TIME



Sc. **14 CONT** Pnl. **C**

Bg.

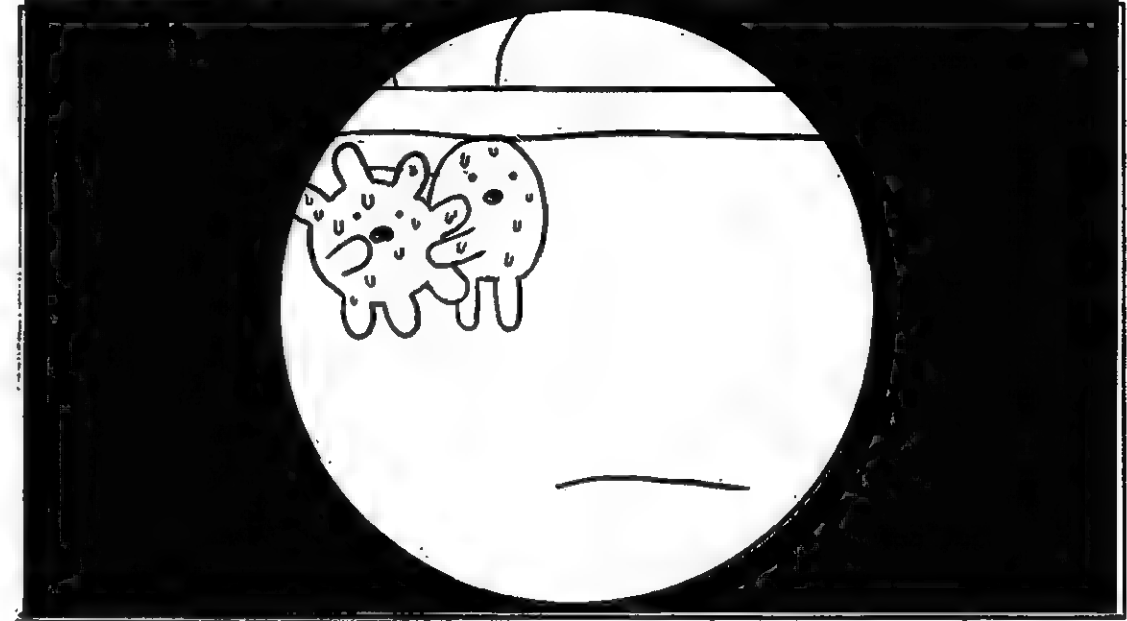
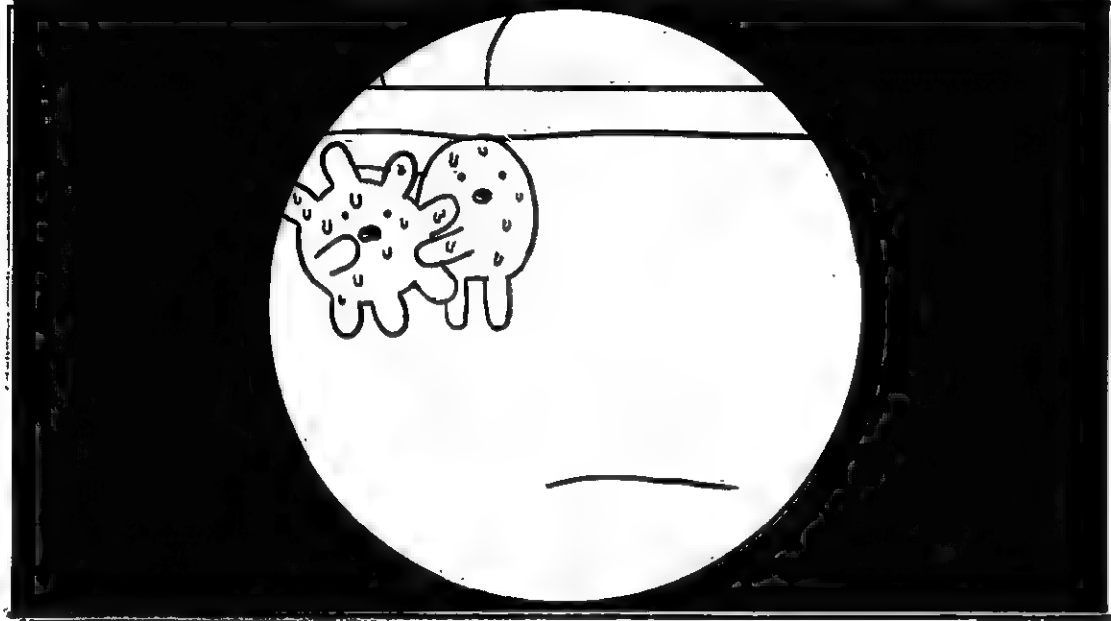
day night

Sc. **14 CONT** Pnl. **D**

Bg.

day night

Page **16**



-sucking liquid (DONE IN POST)
-LITTLE GUYS REACT TO GHOST ANIMATION.

-spits liquid into cup (DONE IN POST)

Timing:

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Production :

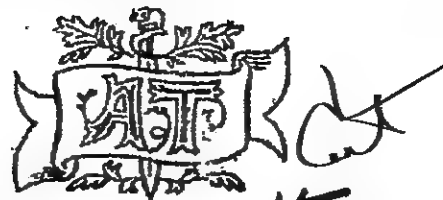
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ADVENTURE TIME



Sc. 14 cont

Pnl. E

Bg.

day night

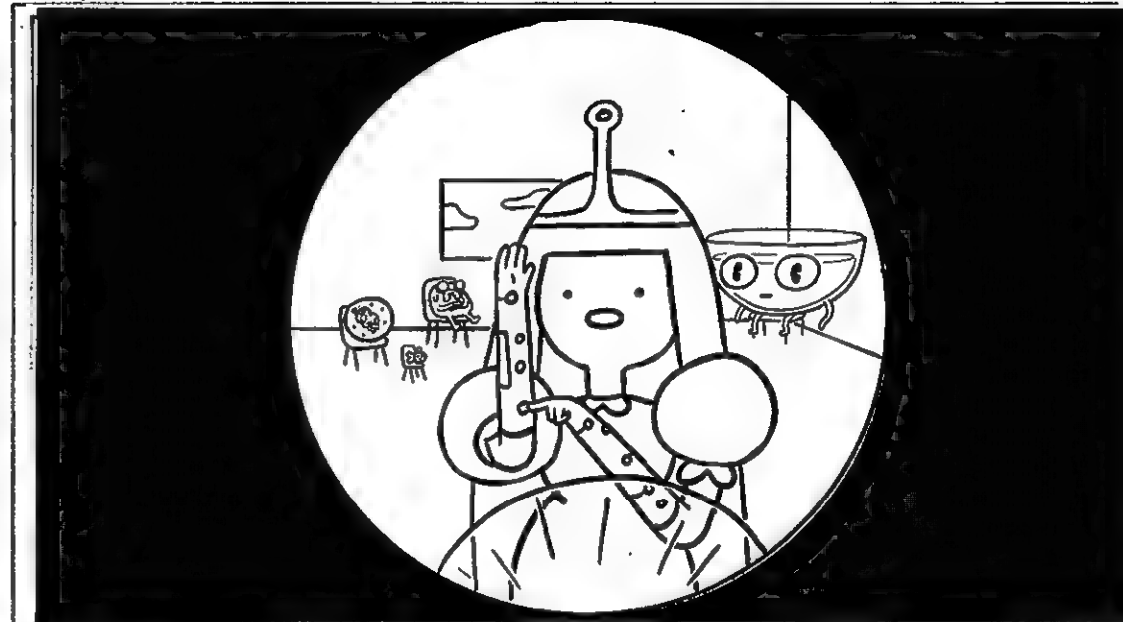
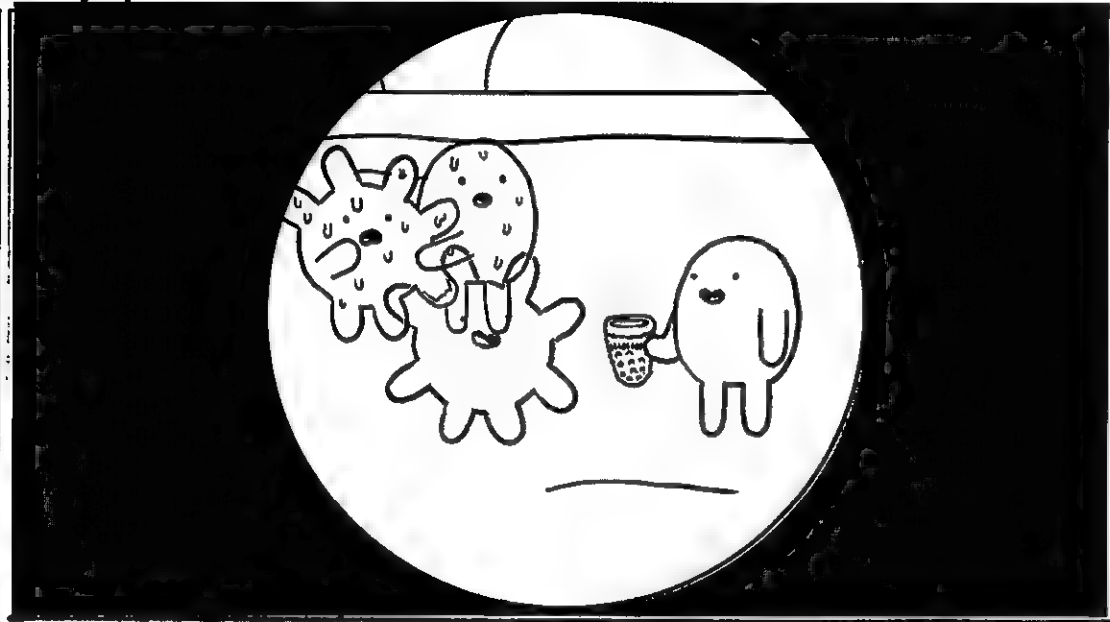
Sc. 15

Pnl. A

Bg.

Page 17
day night

Cut



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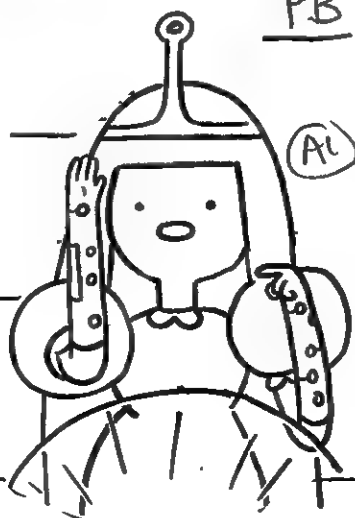
1014/160

* Layout/Animation note

* GHOST IMAGES STOP REWINDING.
* this is DONE I POST
ghost images ARE ON Board

Timing: FOR TIMED CHAR'S ①/②
EYE DIRECTION

PB: NOW, I'LL PUSH THE
TIME TRAVEL BUTTON...



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Production :

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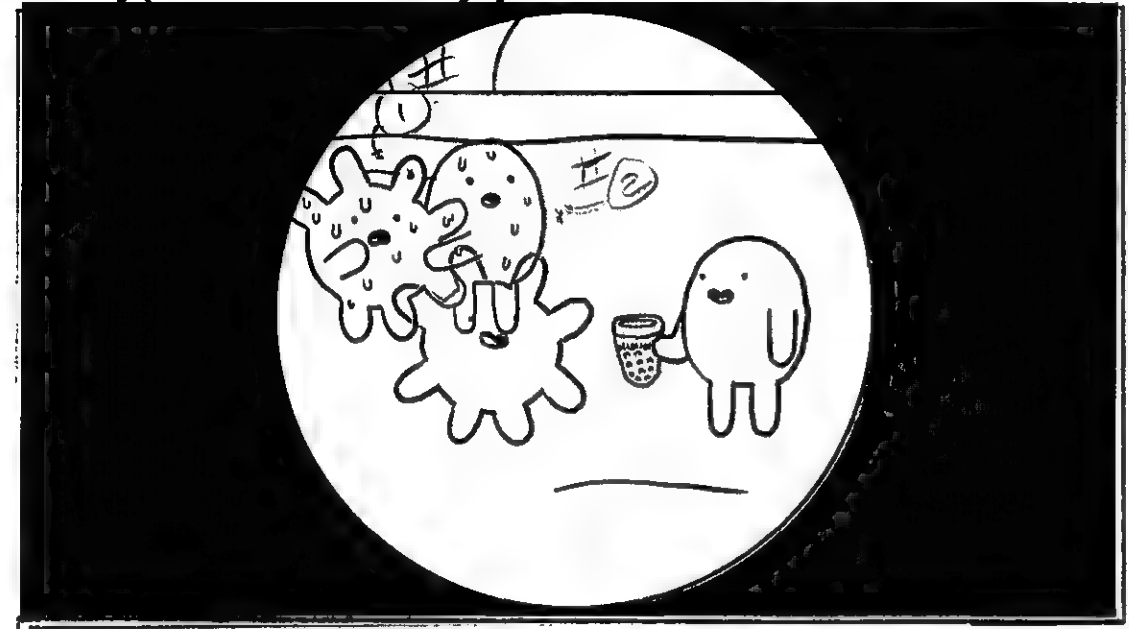
1014/160

cut

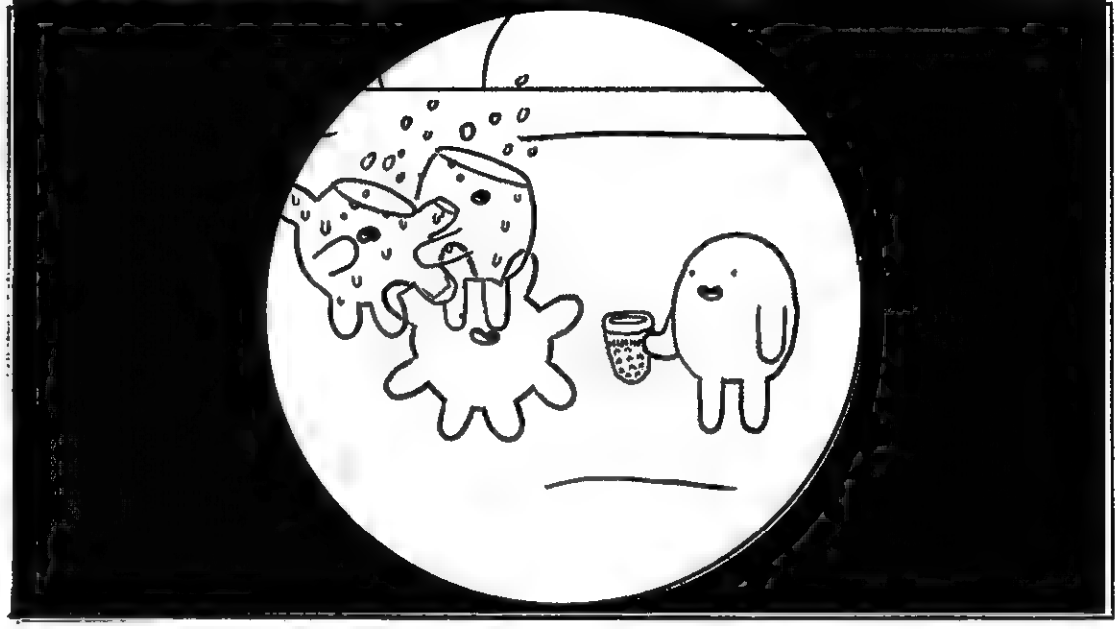
ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night



Sc. 16 cont Pnl. B Bg. day night



SFX: *CLICK*

LG ^{#1} AHH
^{#2} AHHH!

- LITTLE GUYS MOLECULES BREAK APART

*ghost character
see sc 14 note

ghost characters are
post fx

Timing:

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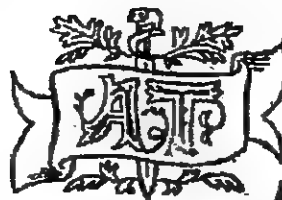
Production :

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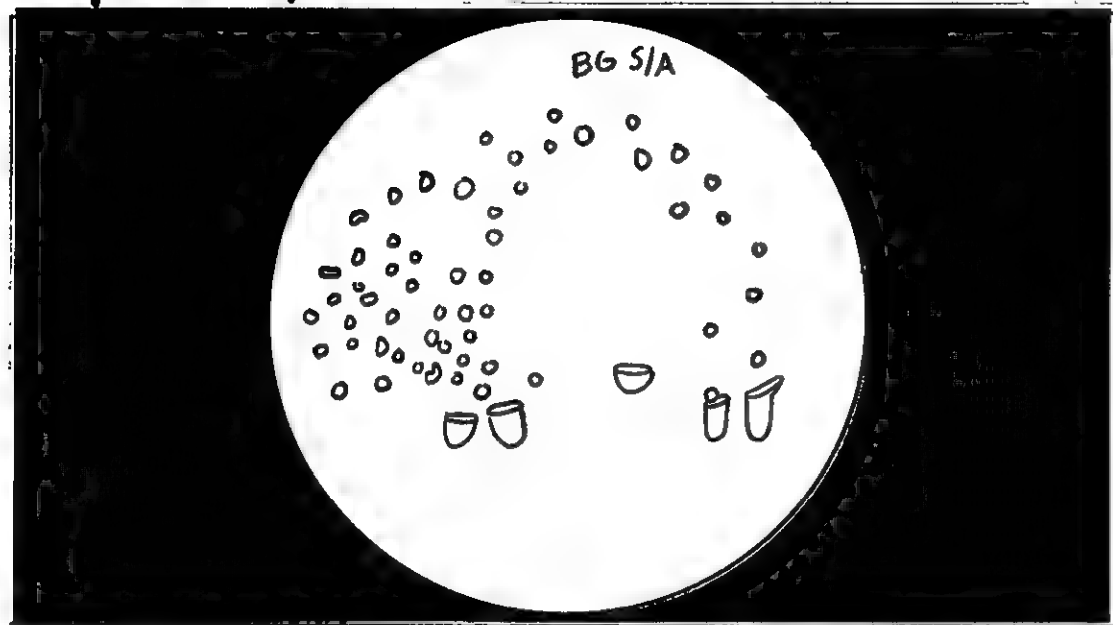


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Sc. 16 CONT Pnl. C

Bg.

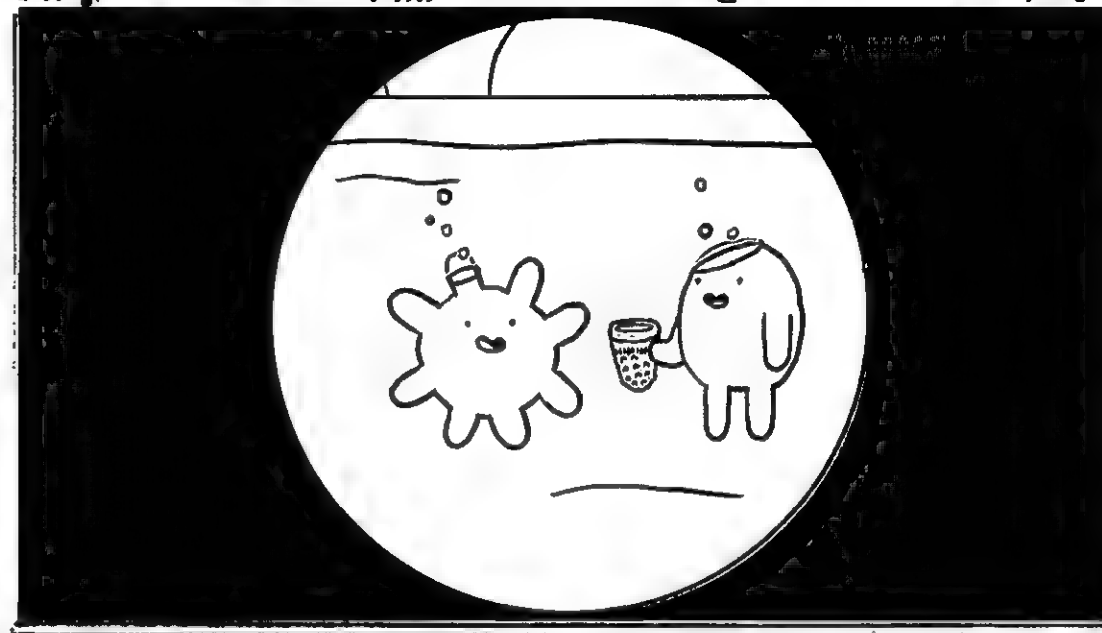
day night



Sc. 16 CONT Pnl. D

Bg.

day night



Dialog:

Action:

- LITTLE GUYS REFORM AS 'EARLIER' VERSIONS

Timing:

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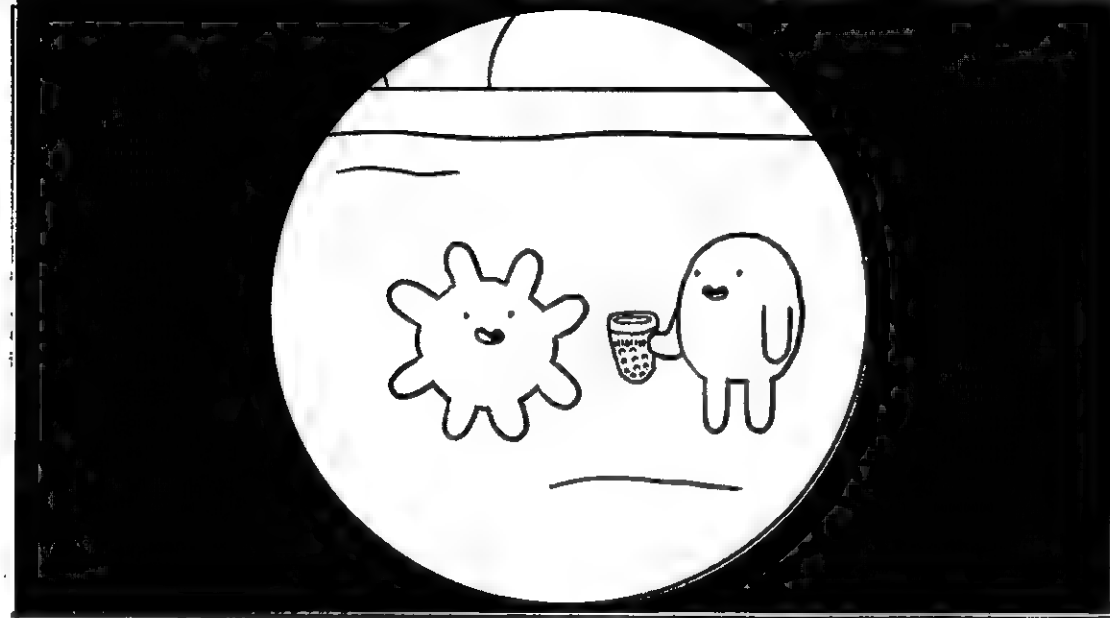


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Sc. 16 CONT Pnl. E

Bg.

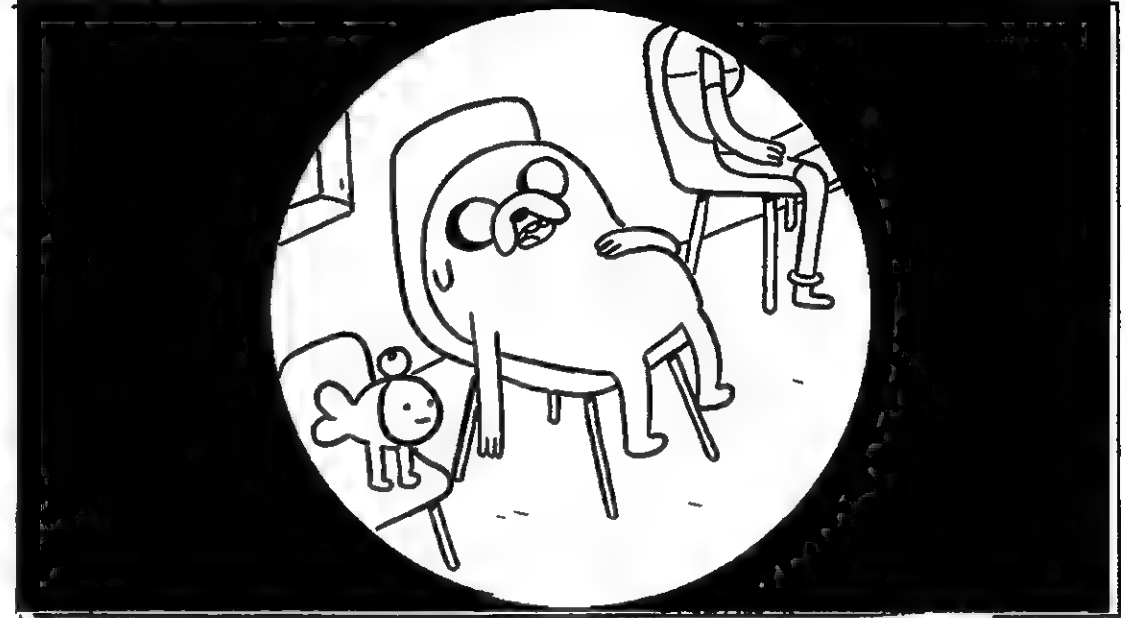
day night



Sc. 17 Pnl. A

Bg.

day night



LITTLE GUY #1 wree!!
LITTLE GUY #2 HAA HA! HA!

- LITTLE GUYS WAVE ARMS EXCITEDLY.

J. ehh..

Timing:

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Production :

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ADVENTURE TIME

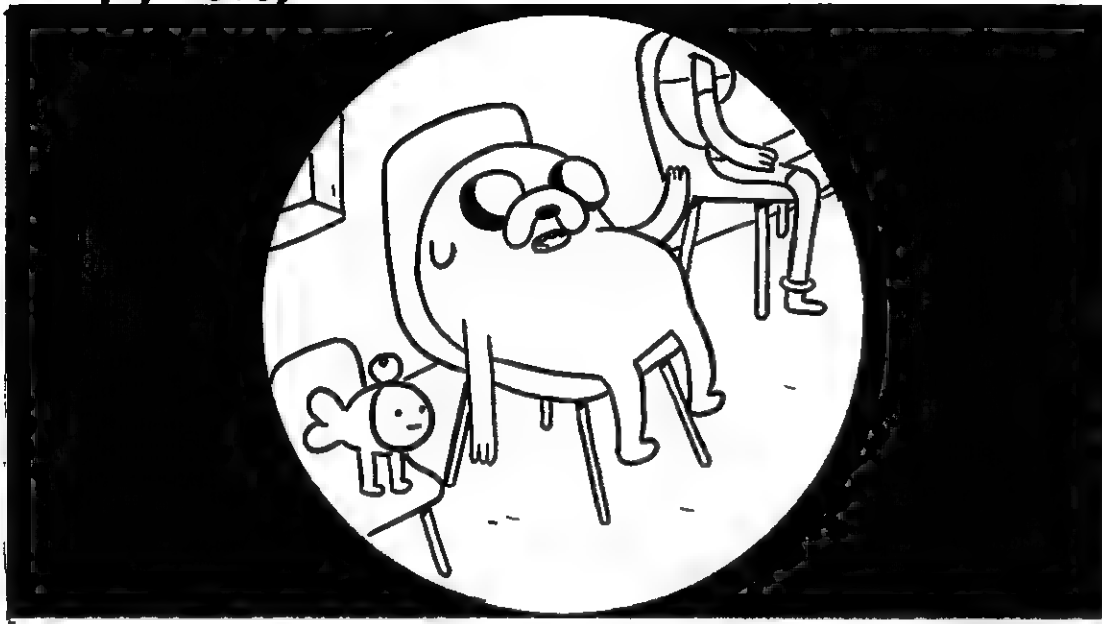


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Sc. 17 CONT Pnl. B

Bg.

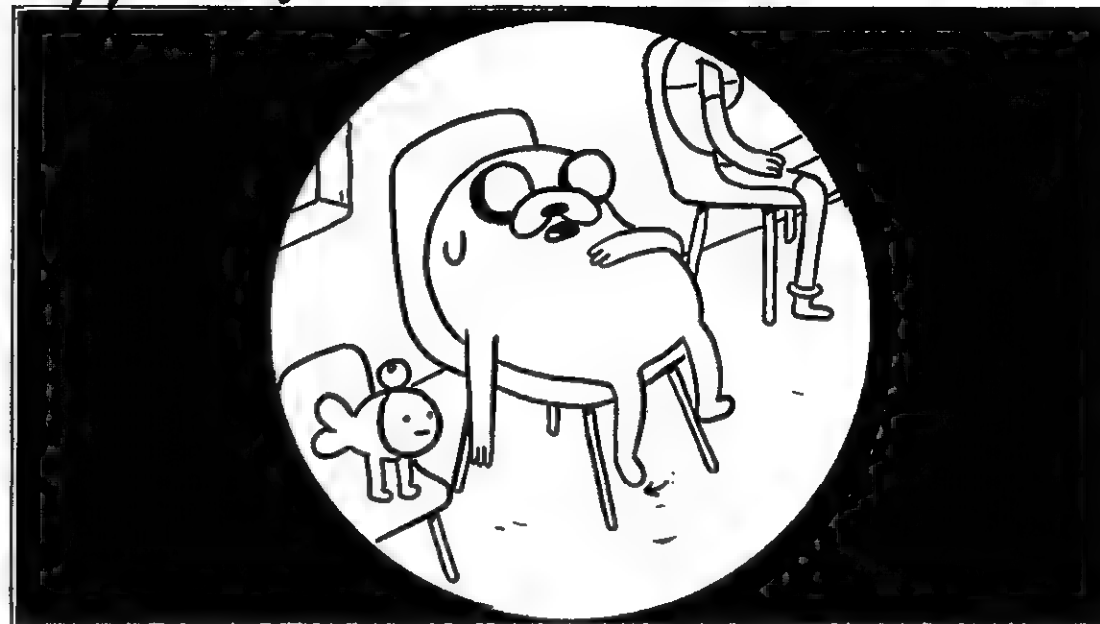
day night



Sc. 17 CONT Pnl. C

Bg.

day night



J: IT'S NOT REALLY
TIME TRAVEL THOUGH..

J: YOU JUST.. Y'KNOW..
MOVED THEIR STUFF AROUND..

LAZY SWING
® Leg Backed
FORTH



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Timing:

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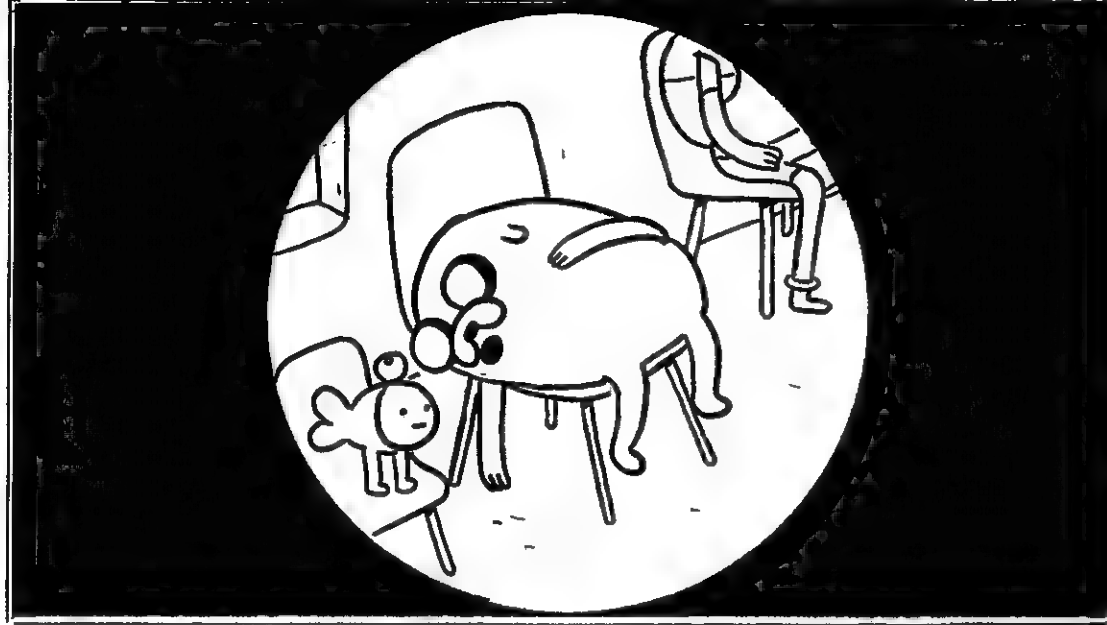


Page **22**

Sc. **17 CONT** Pnl. **D**

Bg.

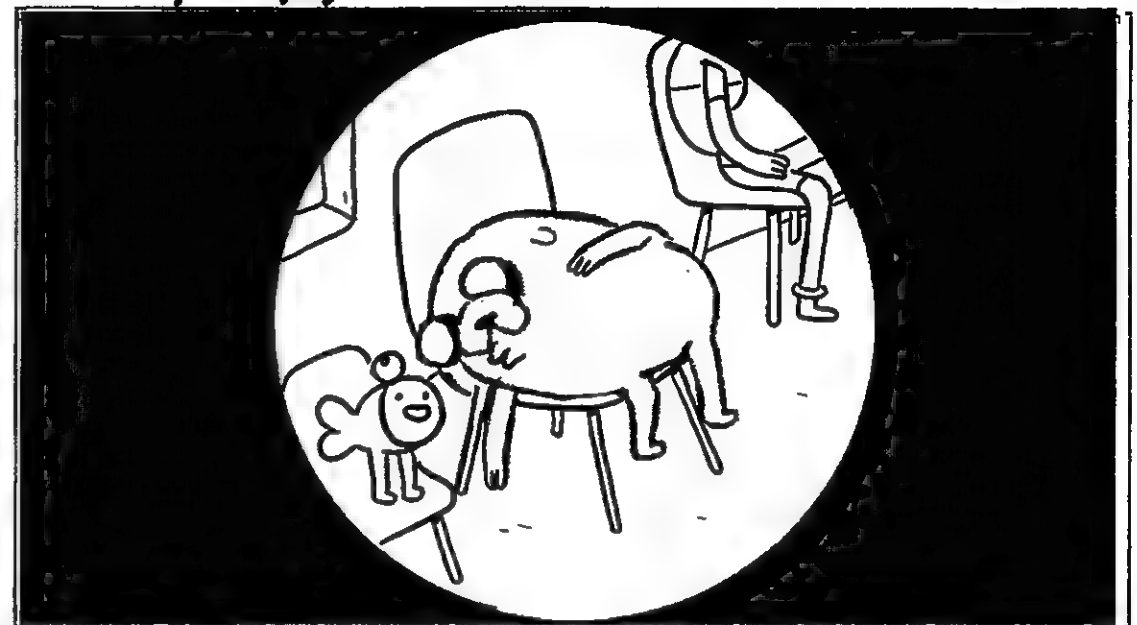
day night



Sc. **17 CONT** Pnl. **E**

Bg.

day night



J: DIDNT REALLY MANIPULATE
TIME... ICE KING'S DONE IT BETTER
BEFORE ... @ WITH MAGIC.

ELDER: WELL I ENJOYED YOUR PRESENTATION
VERY MUCH PRINCESS, THANK YOU
FOR INVITING ME.

Timing:



SEP 24 2013

Production :

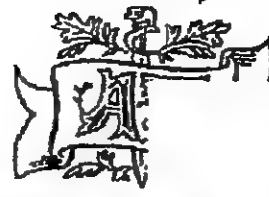
EPISODE# 1014-160

1014/160

1014/160

Cut

ADVENTURE TIME



Sc. 18

Prnt. A

Bg.

day night

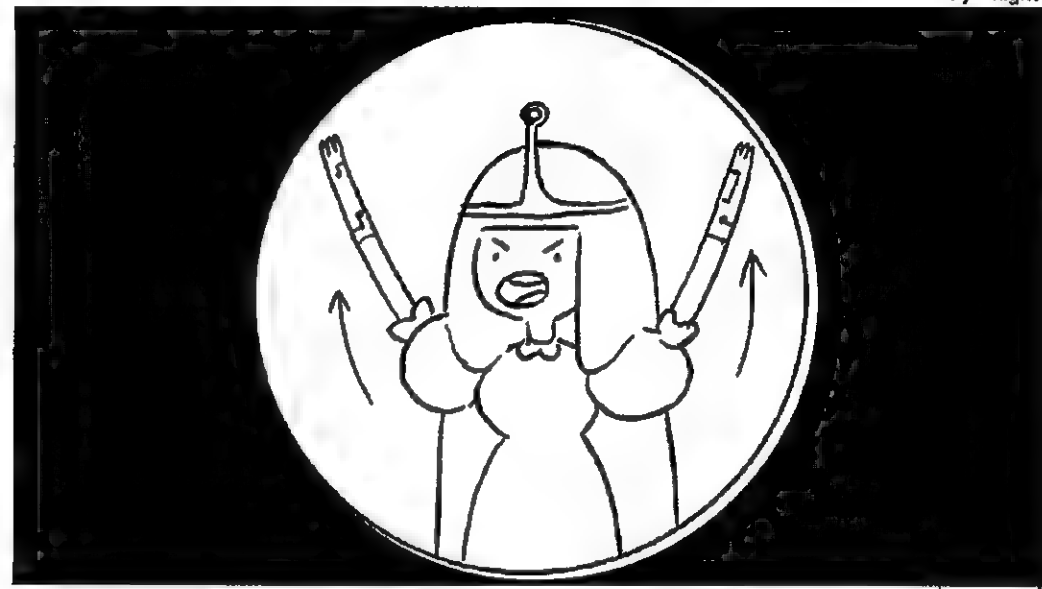
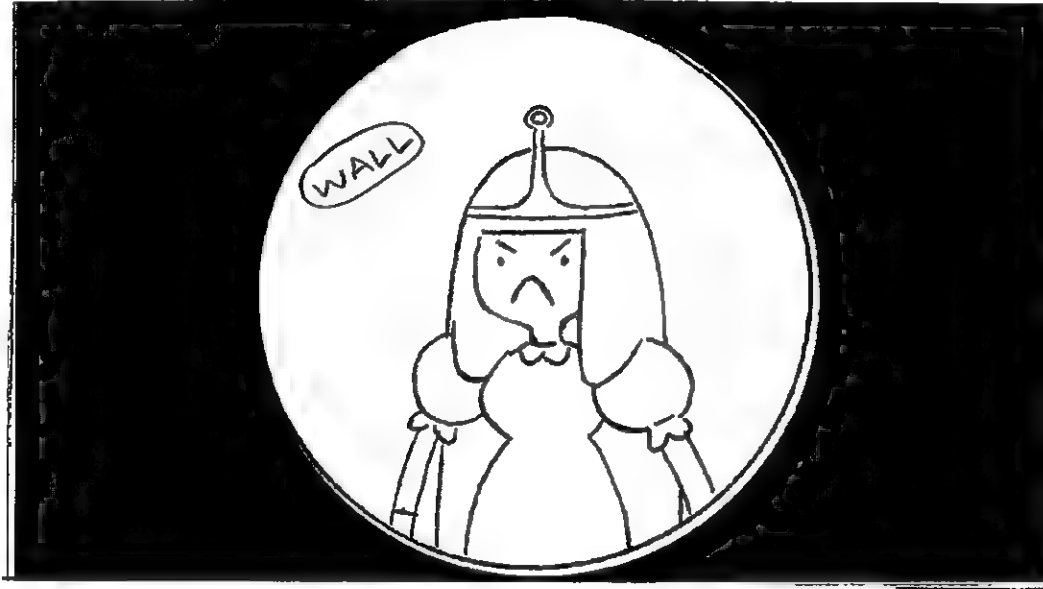
Sc. 18 cont

Prnt. B

Bg.

Page 23
day night

Cut



PB: NO!

-PB THROWS UP ARMS.

Timing:

SEP 24 2013

Production :

EPISODE # 1014-160

1014/160

1014/160

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1014/160

Cut

ADVENTURE TIME

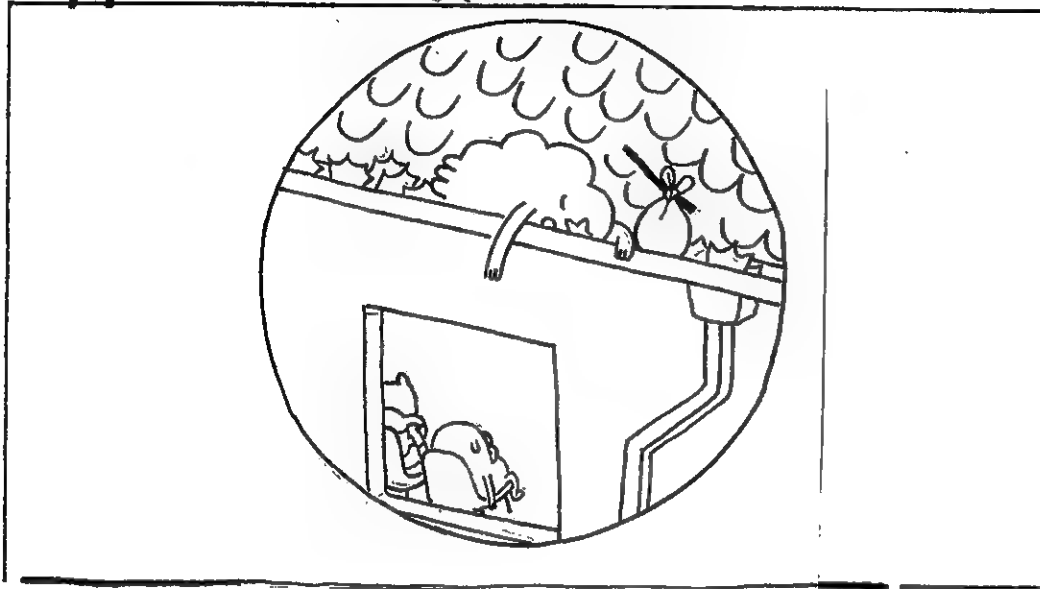


Sc. 19

Pnl. A

Bg.

day night

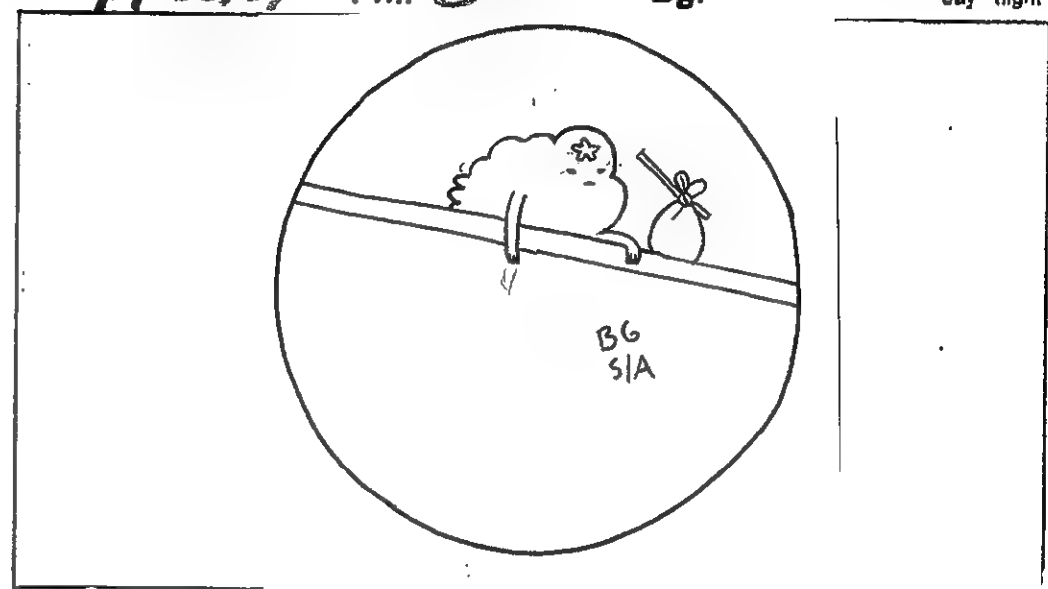


Sc. 19 CONT

Pnl. B

Bg.

Page 24
day night



PB: FOR ALL INTENTS AND PURPOSES, THEY TRAVELLED BACK TO AN EARLIER POINT IN TIME!

-LSP SLEEPS IN GUTTER ABOVE WINDOW.



Timing:

SEP 24 2013

Production :

EPISODE # 1014-160

1014/160

1014/160

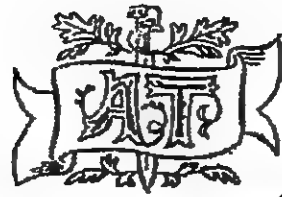
Ho Cut

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1014/160

HO
CUT

ADVENTURE TIME



Page **25**
25A NEXT
day night

Sc. **20**

Pnl. **A**

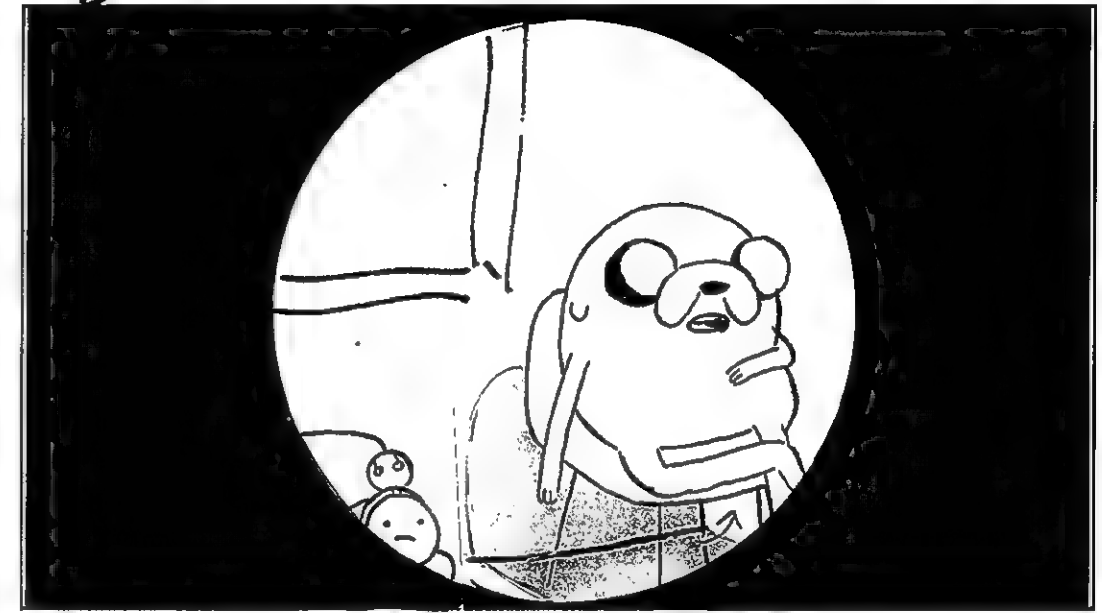
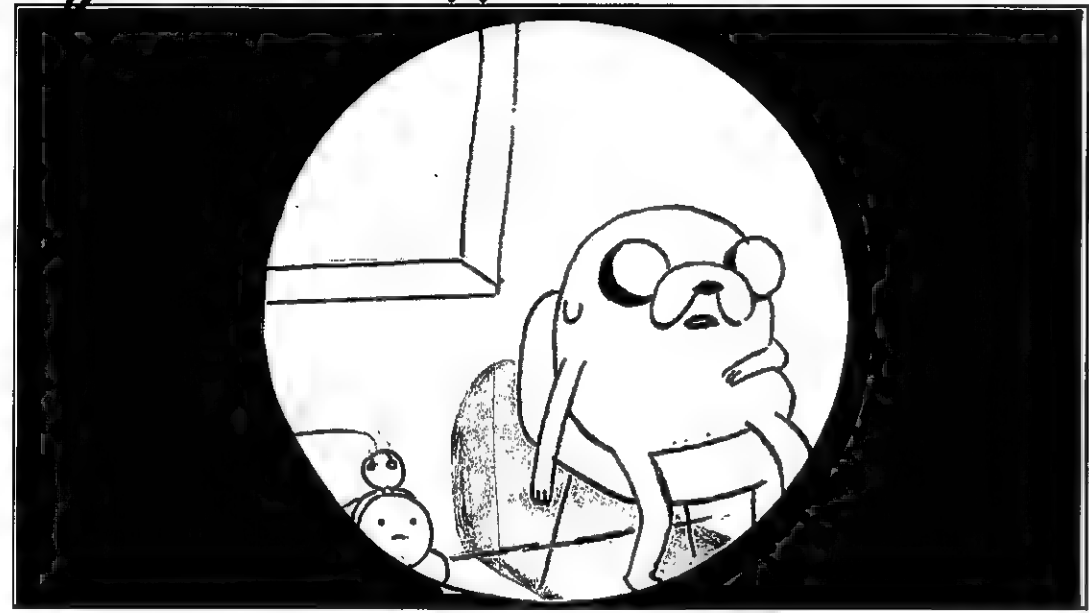
Bg.

day night

Sc. **20 cont**

Pnl. **B**

Bg.



JAKE: Eh!

JAKE: I guess

Timing:

SEP 24 2013

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Production :

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1014/160

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1014/160

ADVENTURE TIME



Sc. *20 CONT*

Pl. C

Bg.

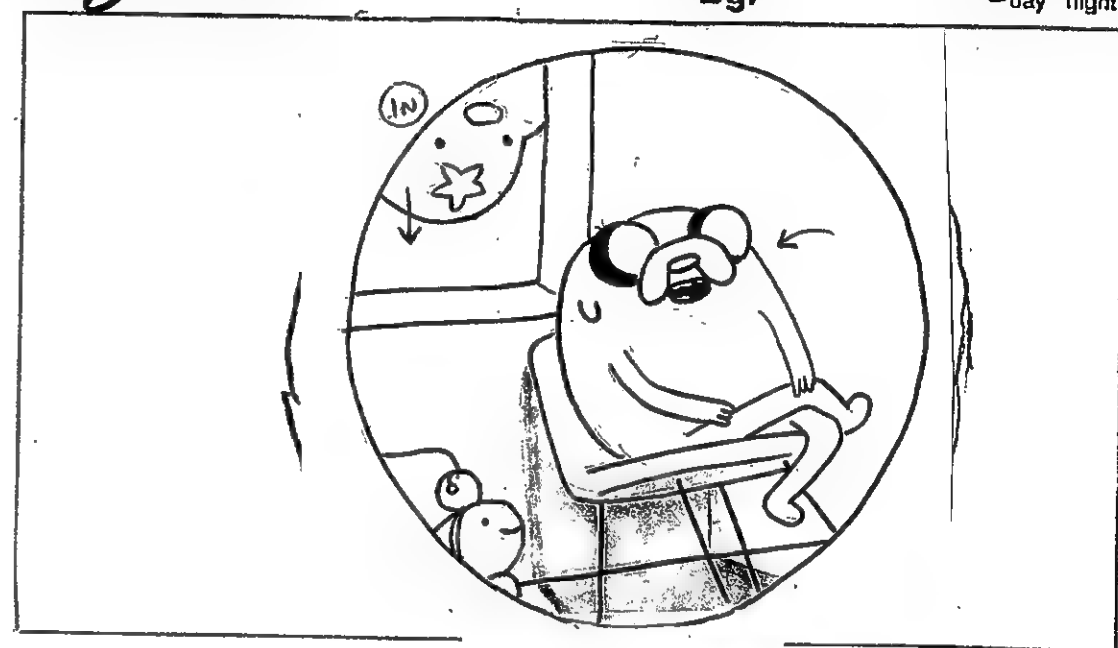
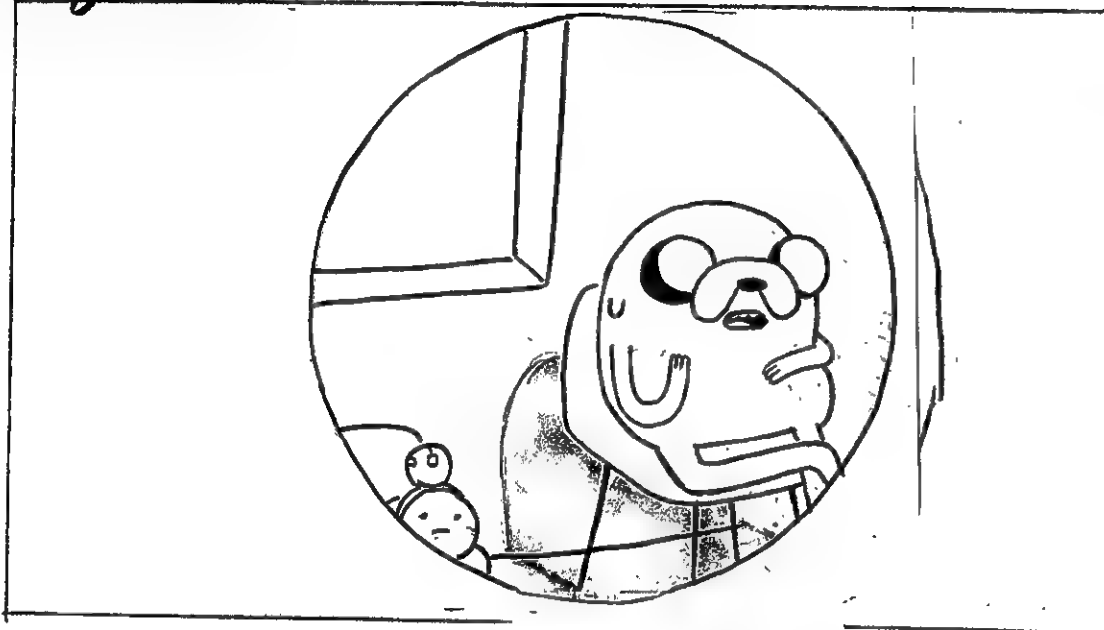
day night

Sc. *20 CONT*

Pl. D

Bg.

Page *25A*
26 NEXT
day night



JAK: But not really

J: I MEAN... ICE KING DID IT FOR REAL.

- JAKE LEANS BACK
- LSP SLIDES ON/S

Timing:

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1014/160

Production :

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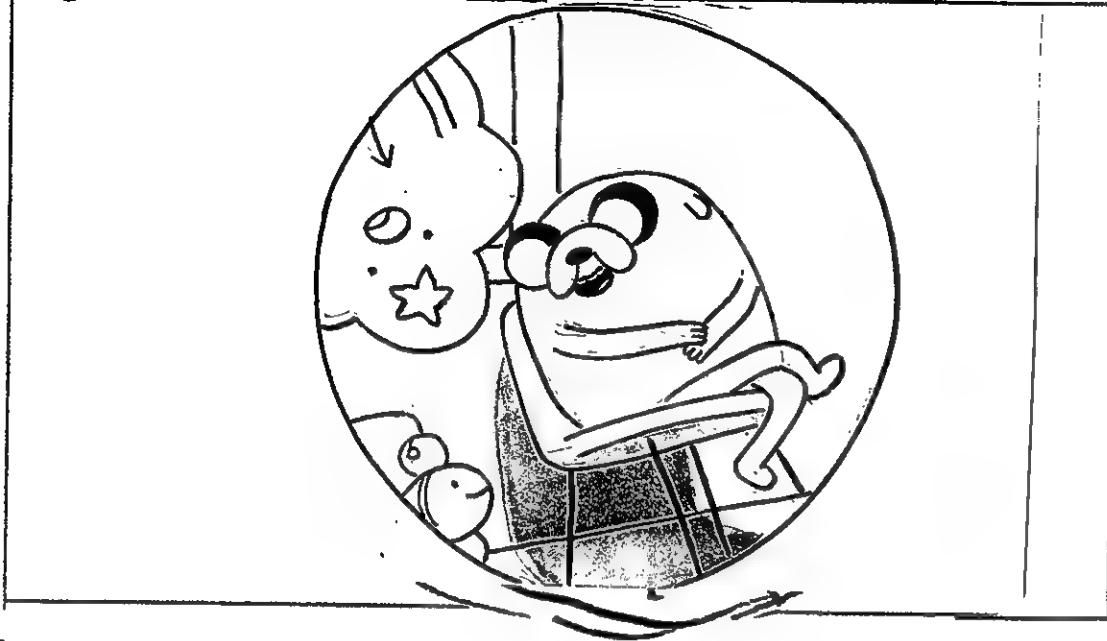
1014/160

Sc. 20 CONT

Pr. E

Bg.

day night



J: GUY PULLED HIS FIANCE
OUT OF TIME.

FROM A THOUSAND YEARS
AGO USING MAGIC!

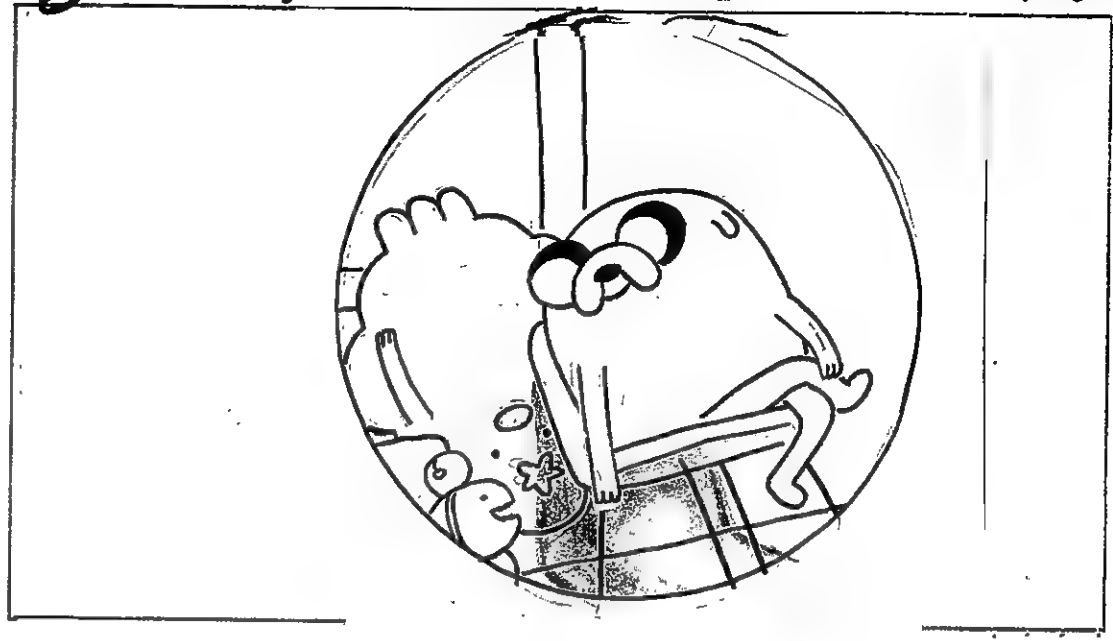
Timing:



Sc. 20 CONT

Pr. F

Bg.



Elder/ Hey, time, where's my fiance, amirite?

SEP 24 2013

Page 26
26A NEXT

1014-160

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1014/160

ADVENTURE TIME



Page 26A
27 NEXT
day night

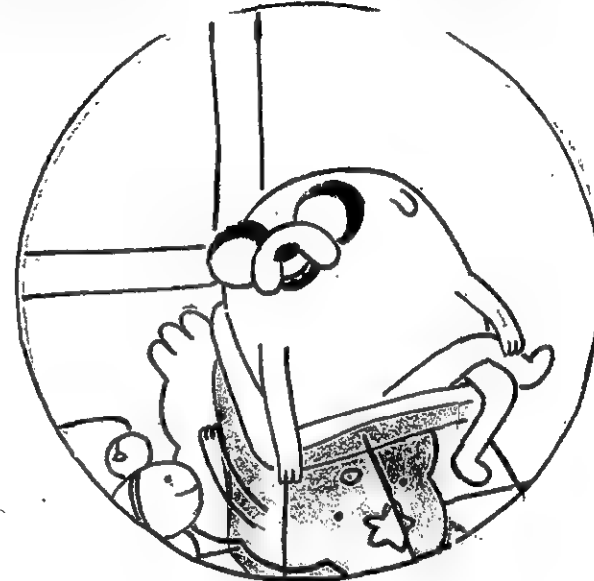
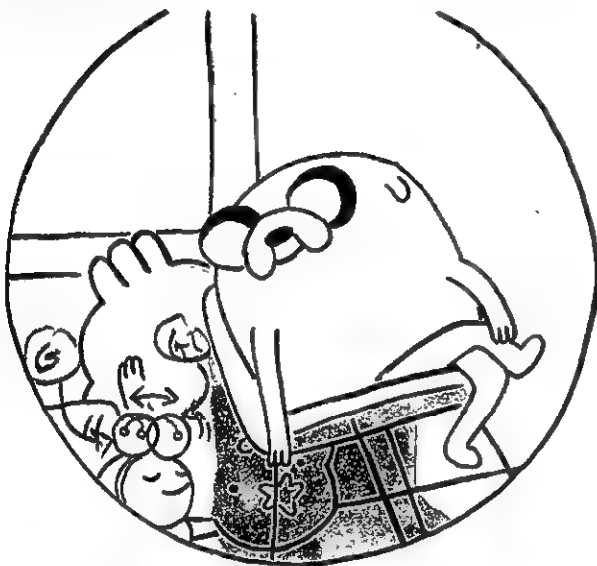
Sc. 20 CONT Pnl. 6

Bg.

day night

Sc. 20 CONT Pnl. H

Bg.



Dialog:

-SFX: * JINGLING *

JAKE: HAHA ...
YEAH.

Action:

-ELDER JINGLES BELL

Timing:

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1014/160

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ADVENTURE TIME



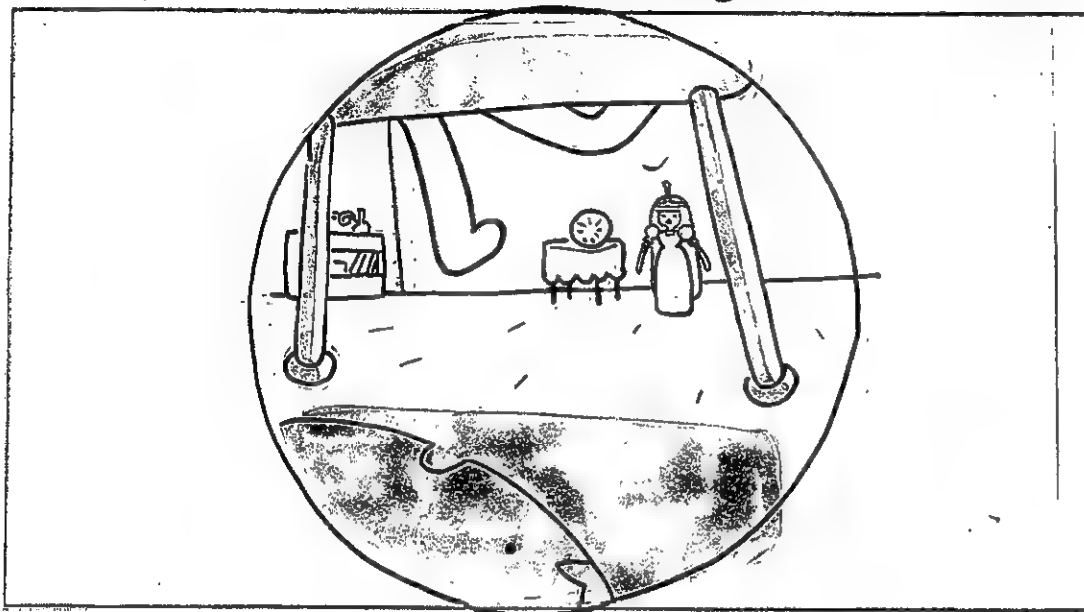
Page 27

Sc. 21

Pnl. A

Bg.

day night

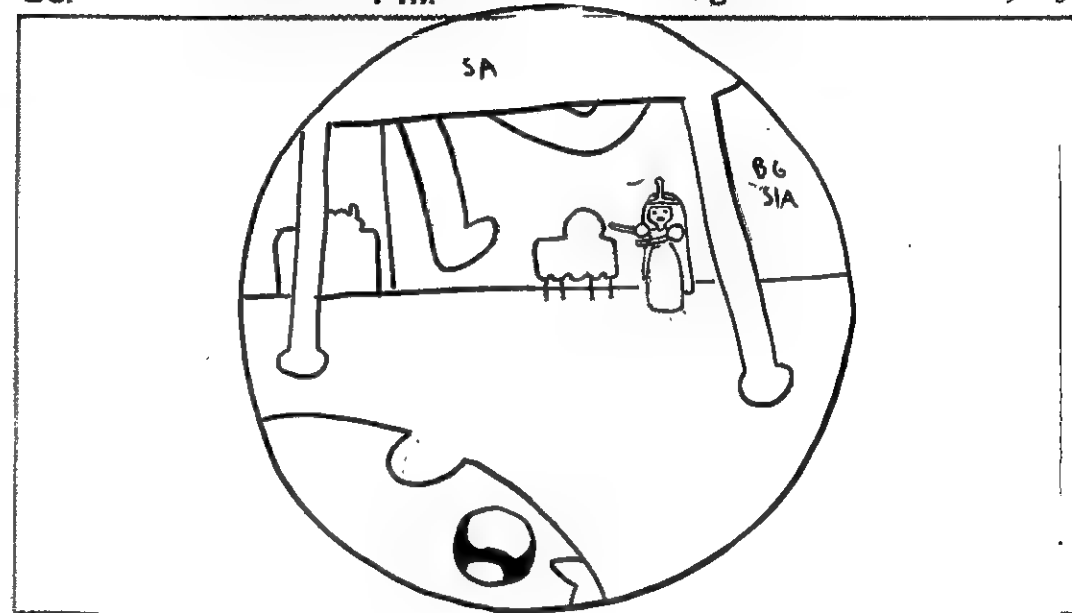


Sc. 21 CONT

Pnl. B

Bg.

day night



Dialog:

PB: JAKE, DON'T DENY MY SCIENCE...

PB: THIS IS A TIME TRAVEL MACHINE!

Action:



(A)

Timing:

- LSP'S EYES SPARKLE ON "TIME TRAVEL MACHINE!"

(B)



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1014/160

1014/160

1014/160

Ho Cut

Ho Cut

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HW
Curt

ADVENTURE TIME



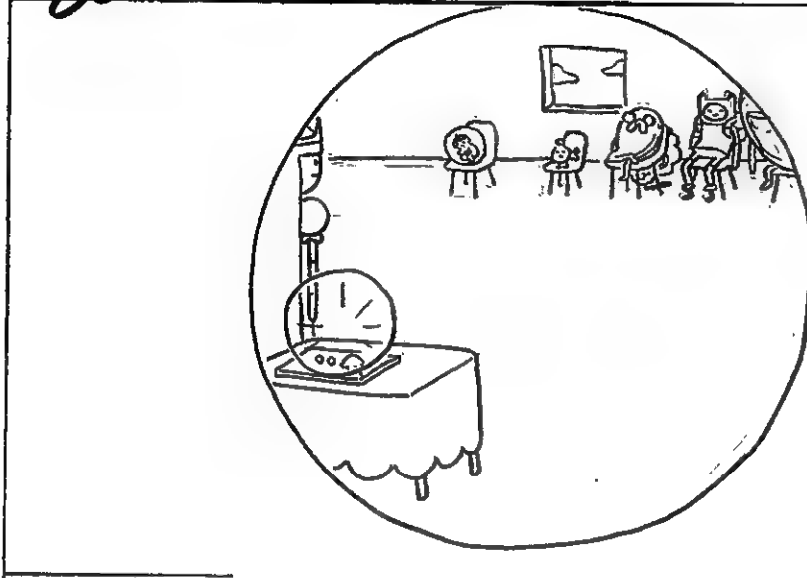
Page **28**

Sc. **22**

Pnl. **A**

Bg.

day night

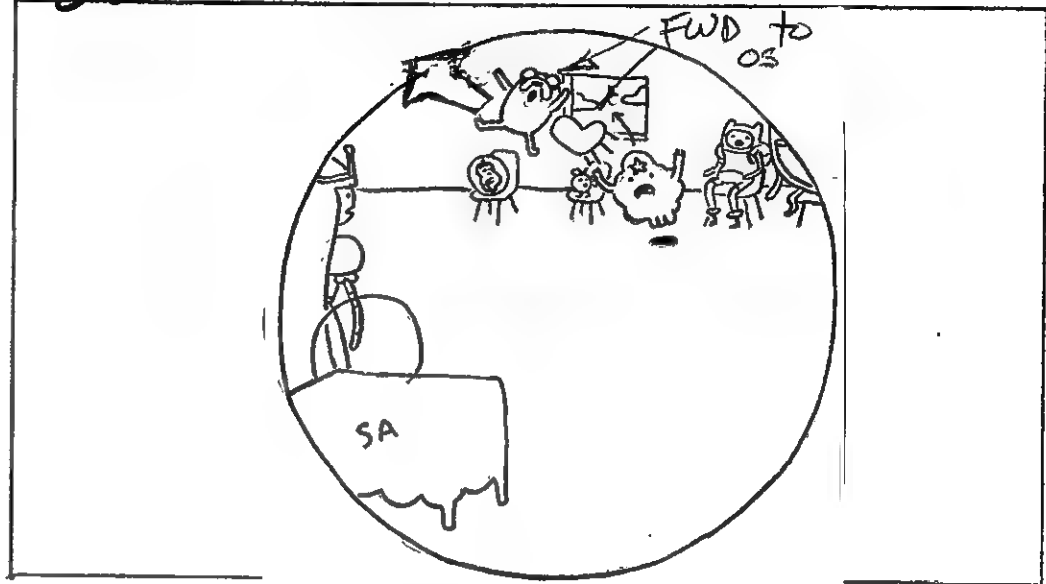


Sc. **22 CONT**

Pnl. **B**

Bg.

day night



CSP: EUH!

-LSP BURSTS OUT FROM BENEATH CHAIR.
-JAKE FLIES OFF/S

Timing:

SEP 24 2013

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1014/160

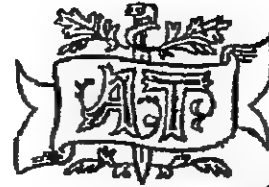
Production :

1014/160

1014/160

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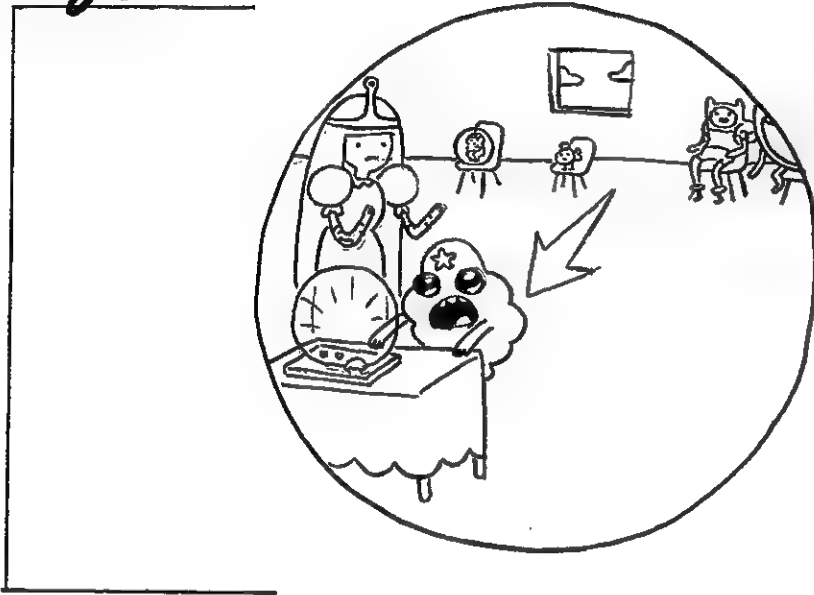
ADVENTURE TIME



Sc. *22 cont* Pnl. *C*

Bg.

day night



*LSP: TAKE ME BACK TO
WHEN MY EX-BOYFRIEND
BRAD LOVED ME!!!*

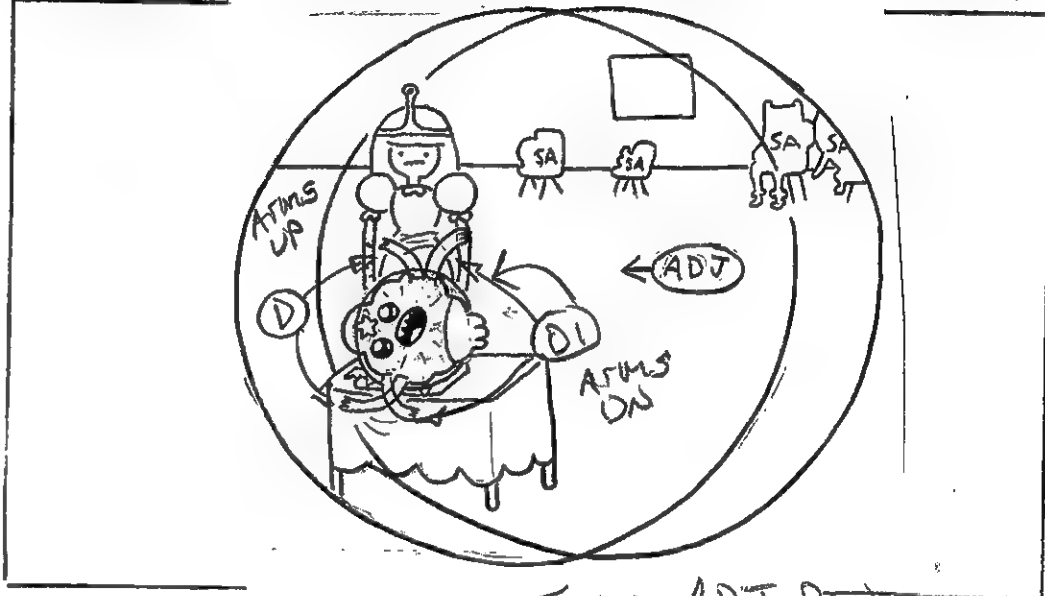
- LSP QUICKLY RUSHES FORWARD

Timing:

Sc. *22 cont* Pnl. *D*

Bg.

day night



*LSP: eh! eh!
ruh!*

- LSP STUFFS HER BODY INTO SPHERE

Page *29*

*HW
CUT*

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EPISODE #

1014/160

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Production :

1014/160

1014/160

Ho
Cut

ADVENTURE TIME



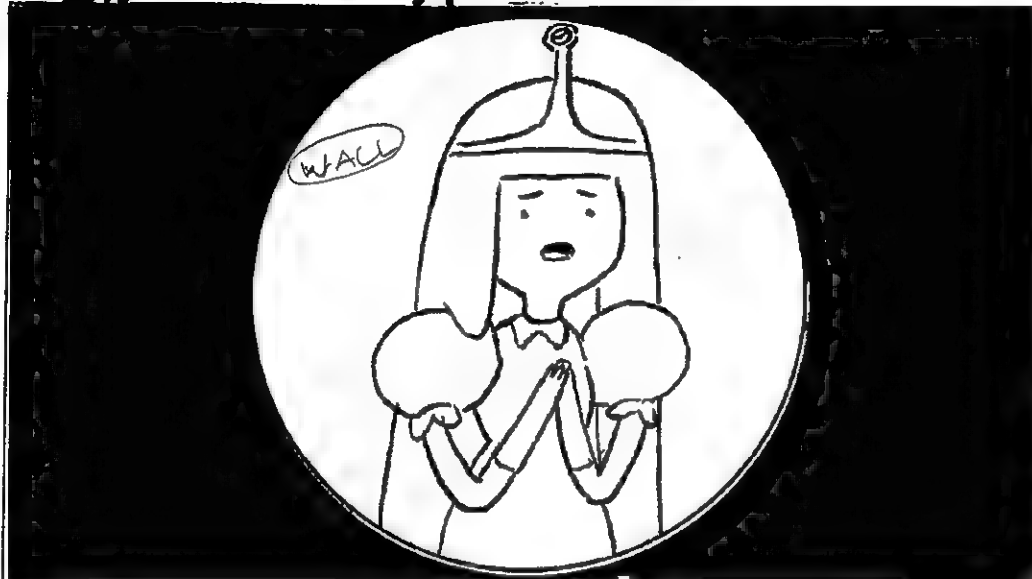
Page 30

Sc. 23

Pnl. A

Bg.

day night

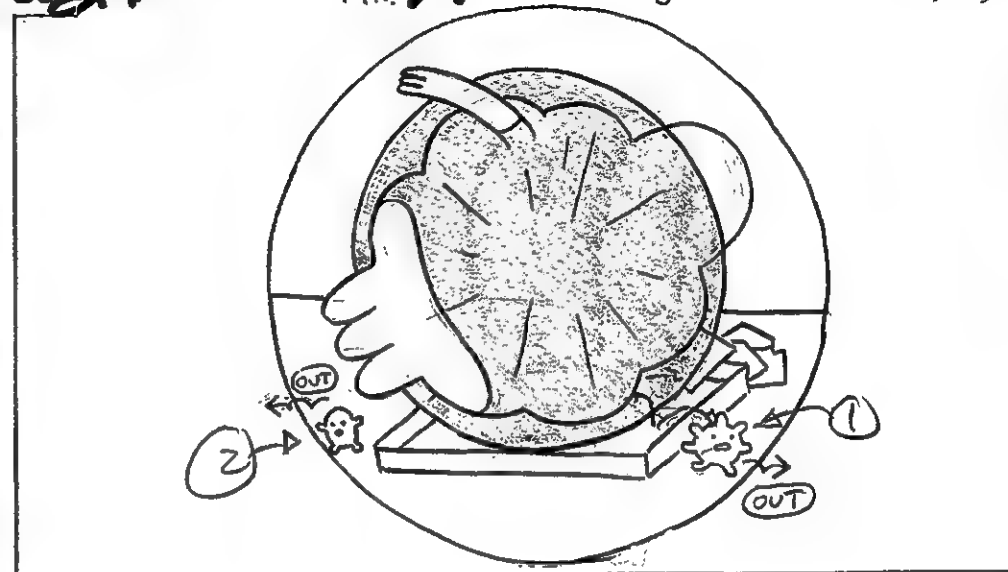


Sc. 24

Pnl. A

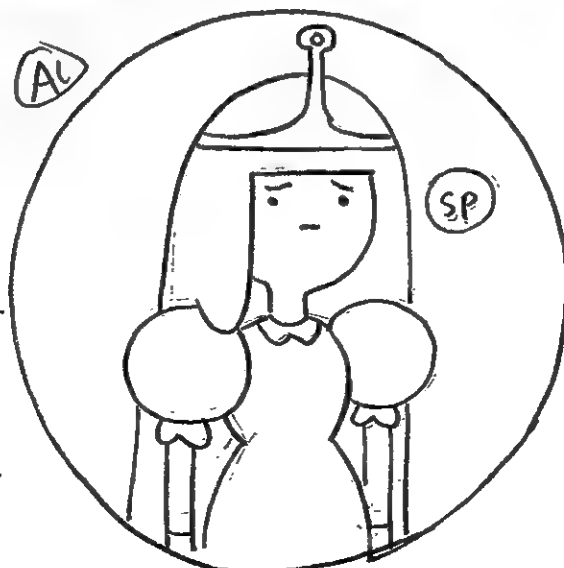
Bg.

day night



PB: LSP-

(AL)



Timing:

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Production :

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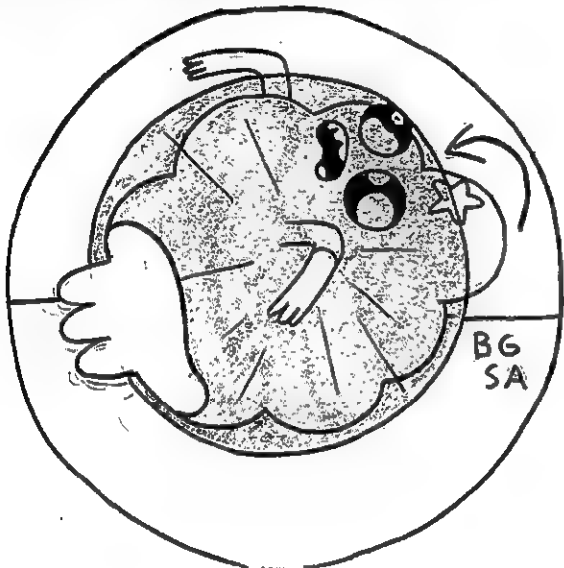
ADVENTURE TIME



Sc. 24 CONT Pnl. B

Bg.

day night



LSP: WHA-

-LSP turns over

Timing:

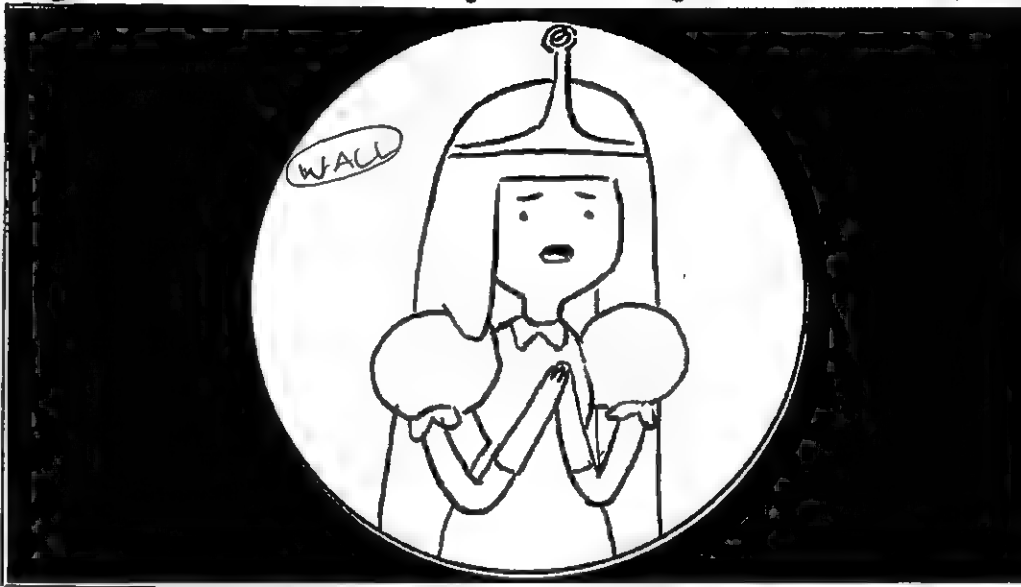
Sc. 25

Pnl. A

Bg.

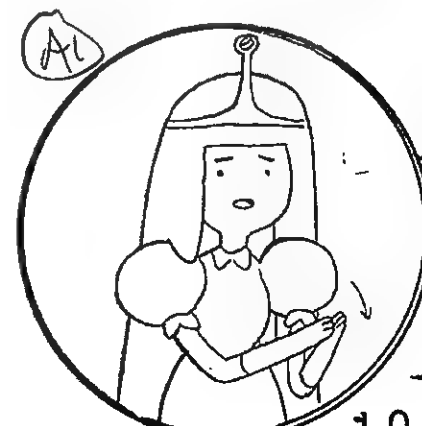
Page

31
31A NEXT
day night



PB: LSP. THAT'S NOT HOW IT WORKS

PB (CONT): IT CAN ONLY REARRANGE
YOUR MOLECULES—



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Production :

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ADVENTURE TIME



Page 31A

32 NEXT
day night

Cut

Sc. 25 *CONT*

Pnl. B

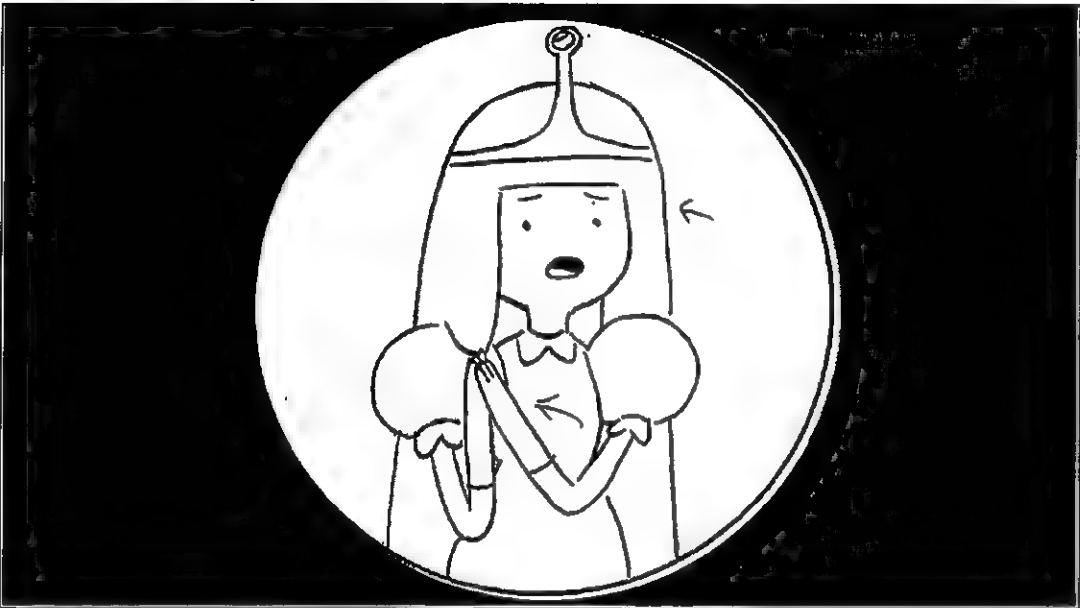
Bg.

day night

Sc. 25 *CONT*

Pnl. C

Bg.



| | |
|---|-------------------------------|
| Dialog: | |
| PB: INTO A PREVIOUSLY LOGGED FORMATION... | PB: AND YOU NEED THESE GLOVES |
| Action: | |
| Timing: | |

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Production :

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1014/160

Cut

ADVENTURE TIME



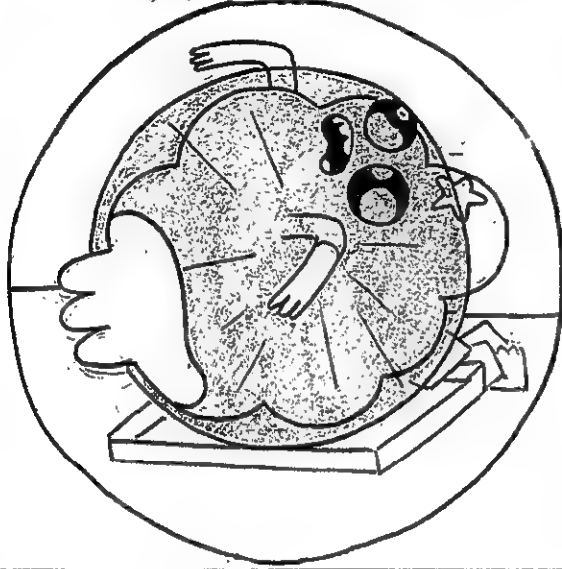
Cut

32 Cut

Sc. 26

Prnt. A

day night

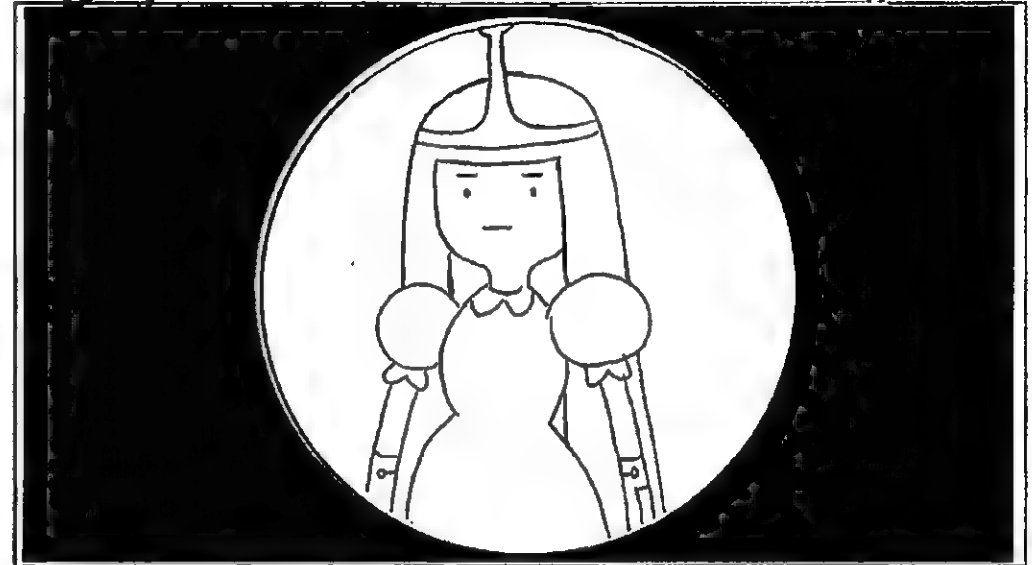


Sc. 27

Prnt. A

Bg.

day night



LSP: GIVETHM TO ME.

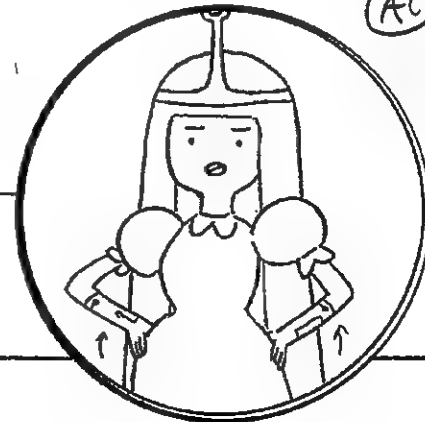
PB: NO.

Timing:



(AI)

-PB places hands on hips



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Production :

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1014/160

ADVENTURE TIME



Page **33**

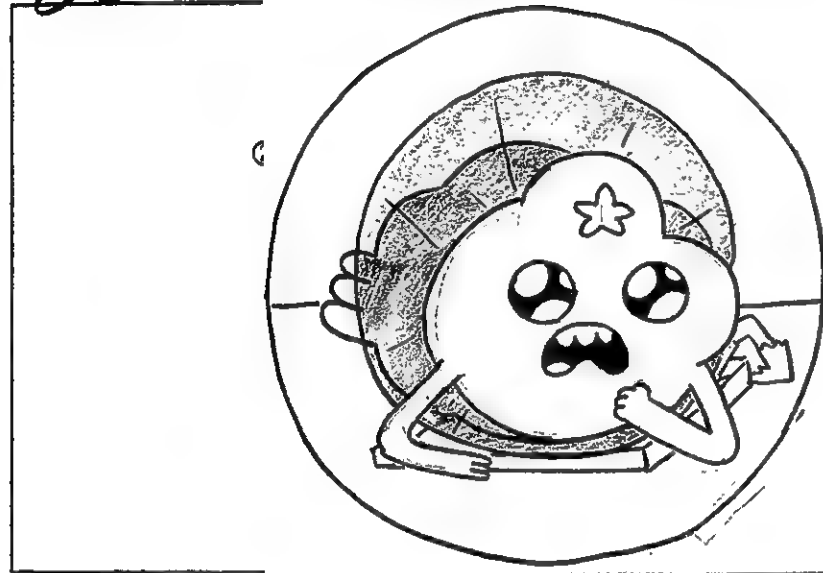
Cut

Sc. **28**

Pnl. **A**

Bg.

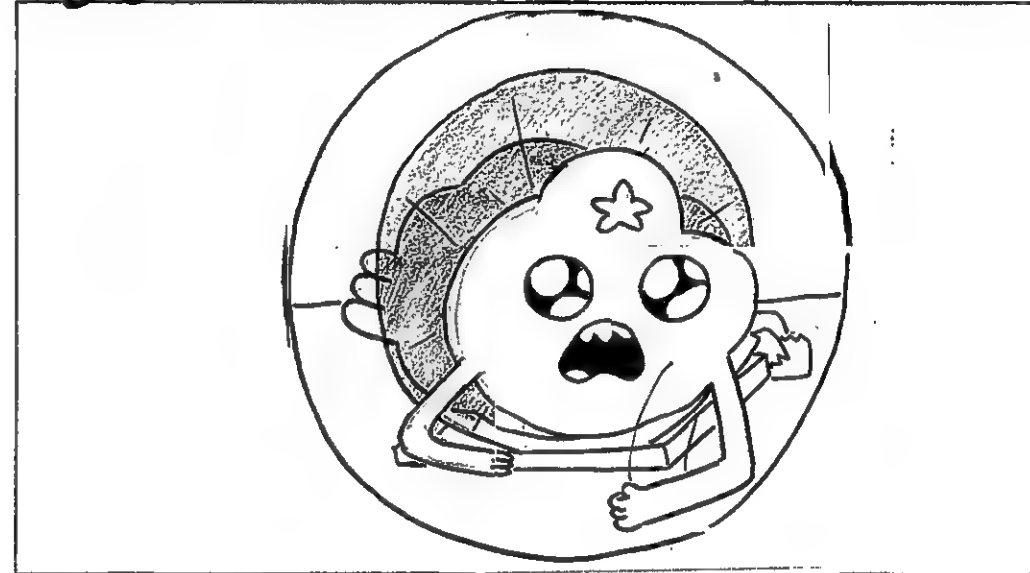
day night



Sc. **28 CONT** Pnl. **B**

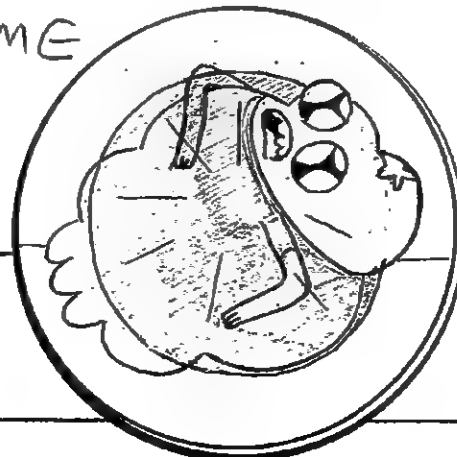
Bg.

day night



LSP: YOU WITCH
GIVE THEM TO ME

(A)



LSP: NOW!!

-LSP HITS TABLE

Timing:

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Cut

1014/160

Cut

ADVENTURE TIME



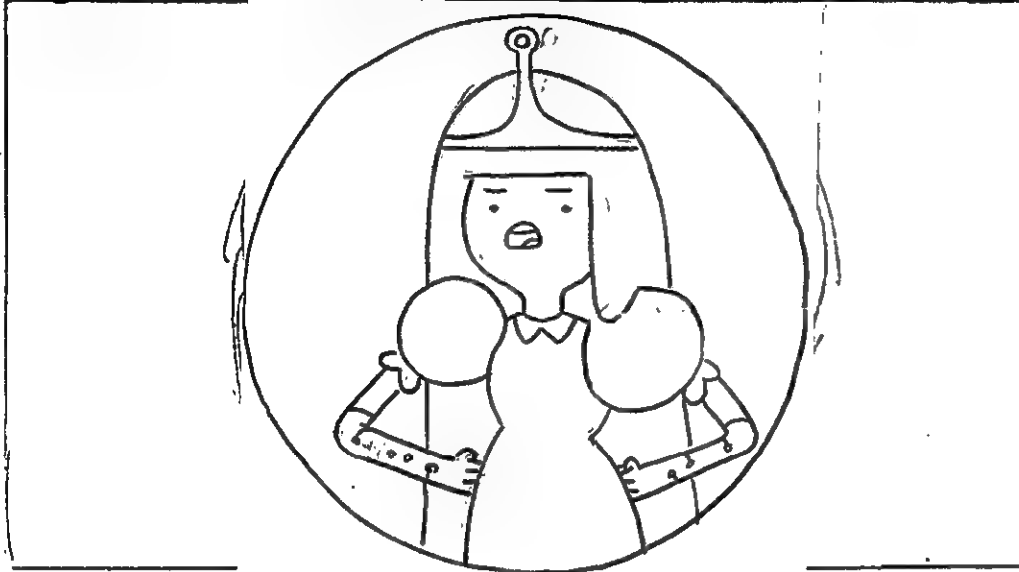
Page **34**

Sc. **29**

Pnl. **A**

Bg.

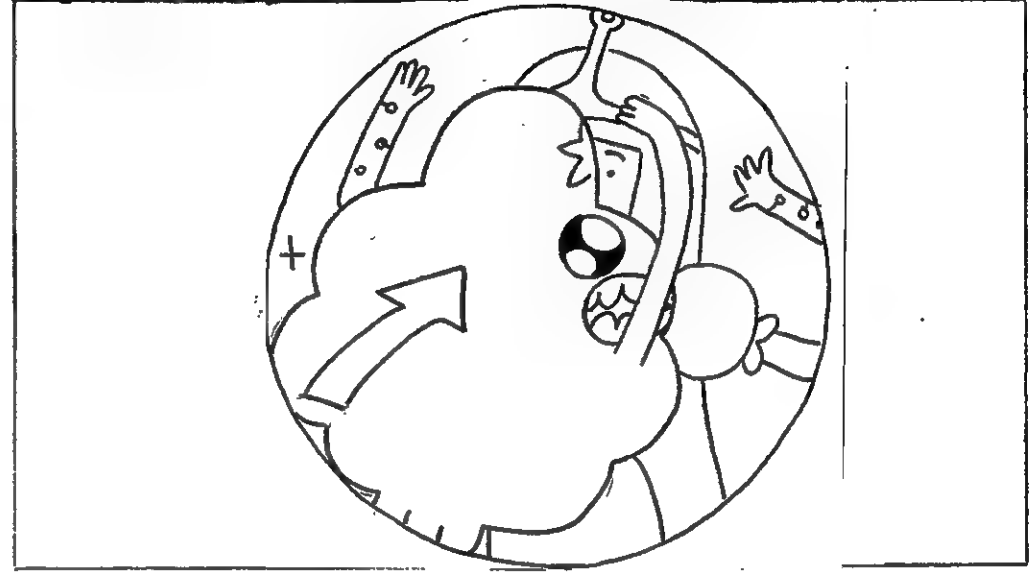
day night



Sc. **29 CONT** Pnl. **B**

Bg.

day night



PB: NO, I'M SORRY,
BUT YOU NEED TO
PULL YOURSELF—

LSP: YOU SKUNK!!

— LSP LEAPS AT PB.

Timing:

(B1)



SEP 24 2010

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ADVENTURE TIME



Page 35

Cut

Sc. 29 CONT Pnl. C

Bg.

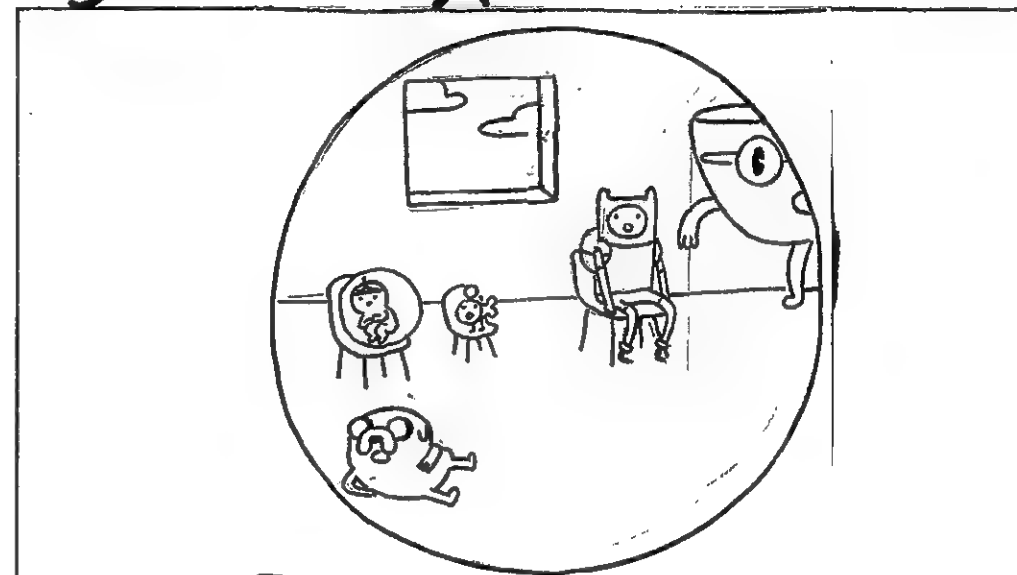
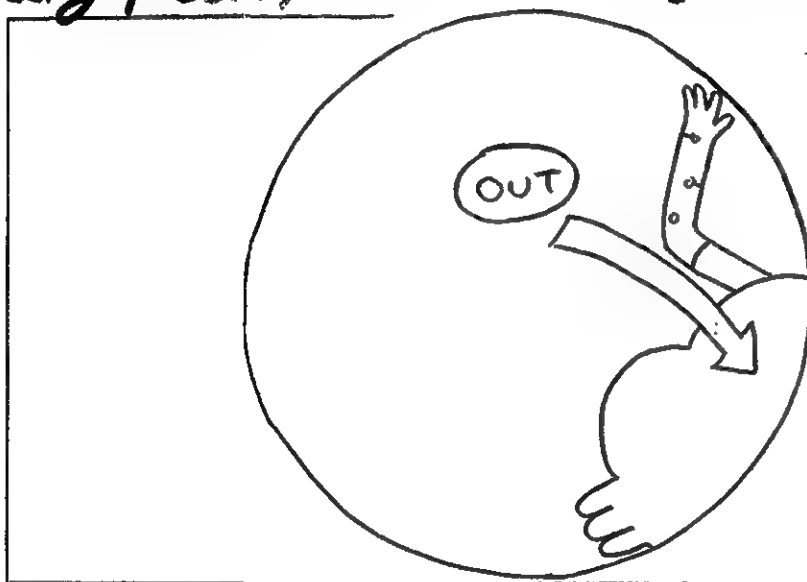
day night

Sc. 30

Pnl. A

Bg.

day night

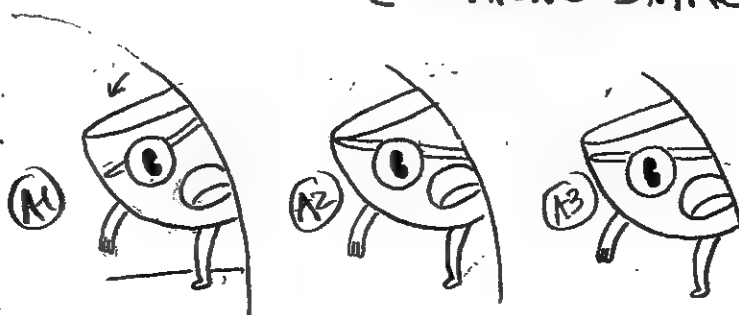


CSP: YOU SKUNK!
YOU SKUNK!

~ LSP TACKLES PB OFF/S.

PB: ^(O/S) AHH!! LSP YOU SKUNK!

(EVERYONE STARES)



- PUNCH LEANS IN, LIQUID SETTLES.

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Production:

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EPISODE# 1014-160

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1014/160

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Cut

ADVENTURE TIME



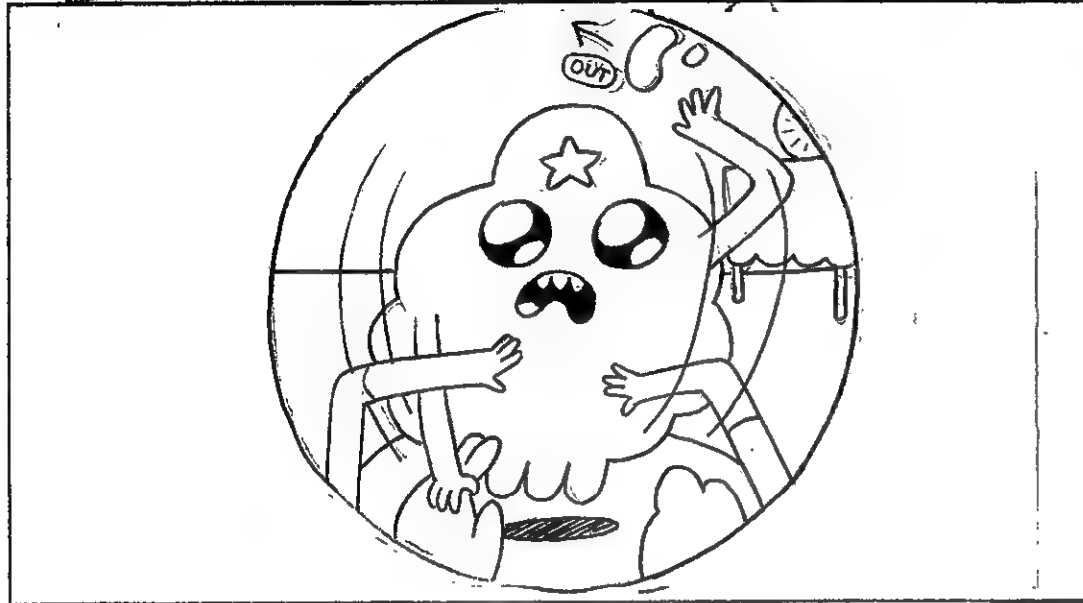
Page **36**

Sc. **31**

Pnl. **A**

Bg.

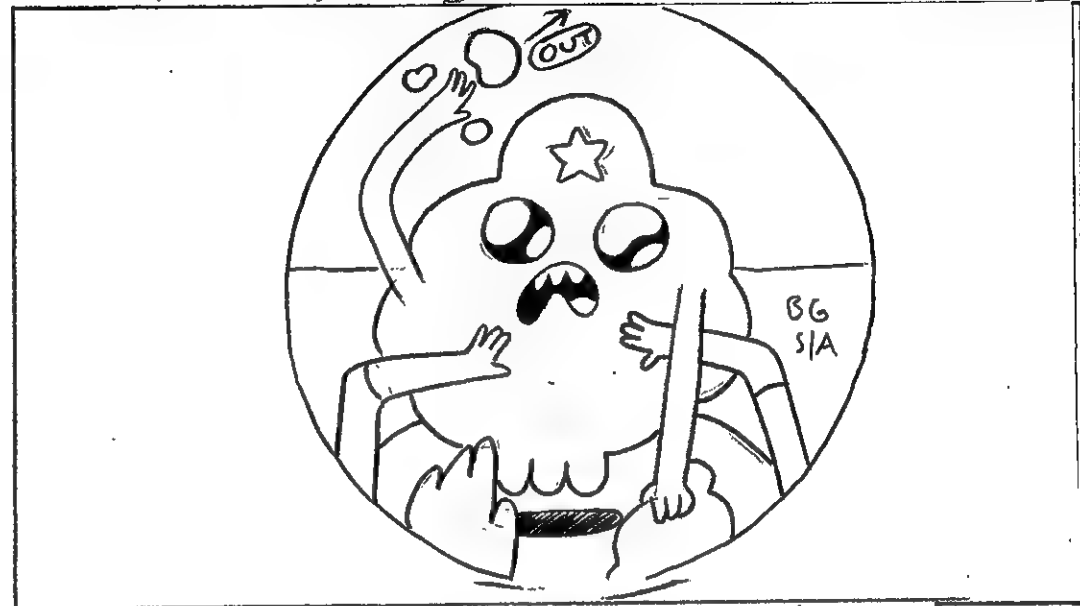
day night



Sc. **31 cont** Pnl. **B**

Bg.

day night



Dial

LSP: YOU PRETTY SKUNK!

SFX: *SHRIP-SHRPP-SHRP!*

Act

-LSP RIPPING OUT GUM HAIR.

Timing:



(AL)

s.p.

Cycle A + B

LSP: YOU DON'T
KNOW HEARTACHE WITH
THE WHOLE CANDY KINGDOM
IN LOVE WITH YOUR PRETTY
BUBBLEGUM BUNS!!

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ADVENTURE TIME

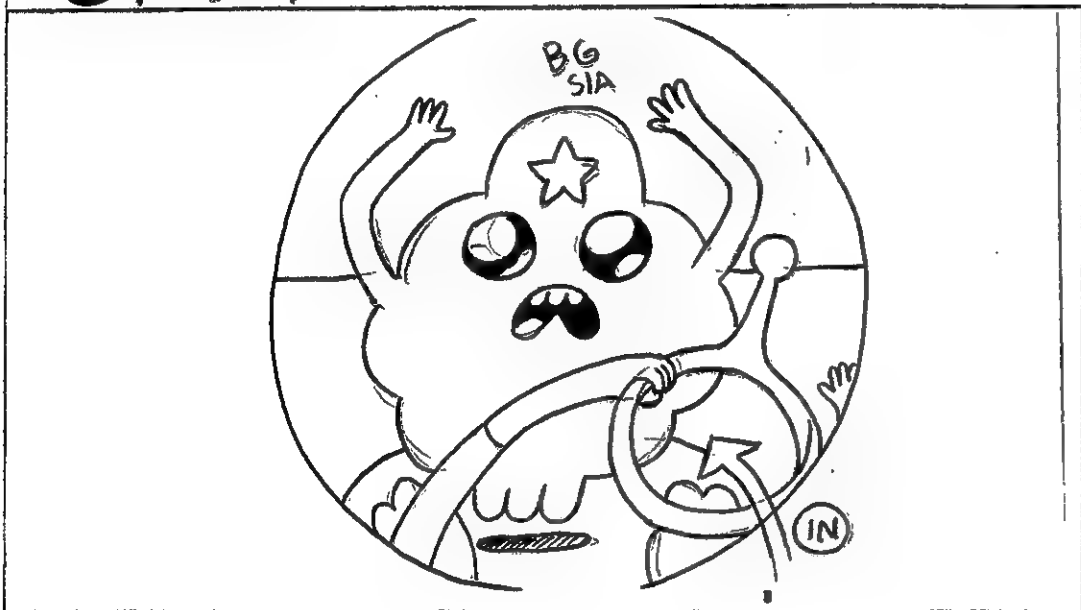


Page **37** *cut*

Sc. **31 CONT** Pnl. **C**

Bg.

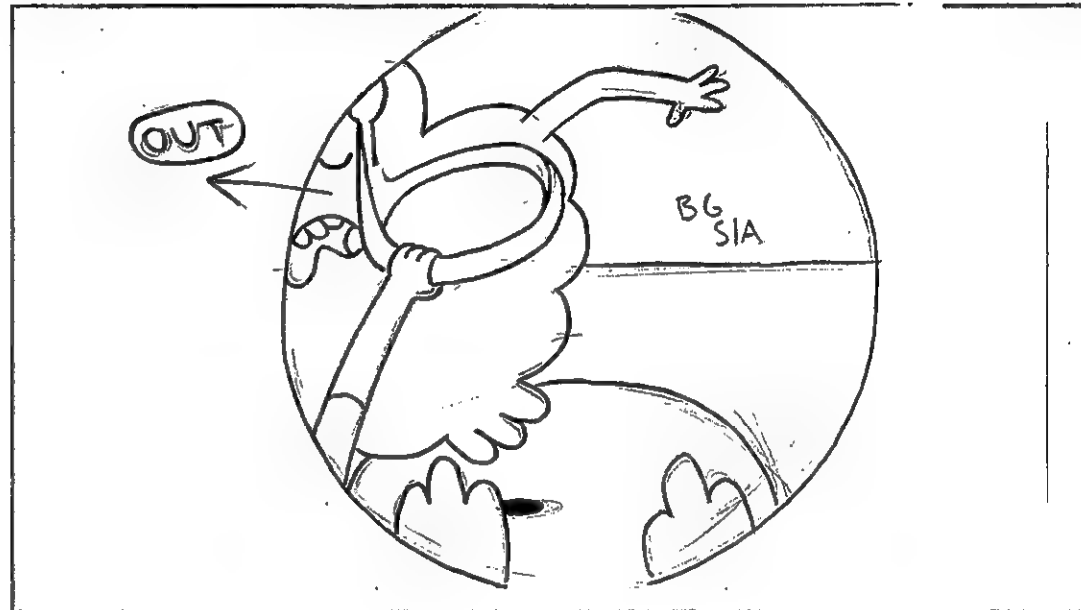
day night



Sc. **31 CONT** Pnl. **D**

Bg.

day night



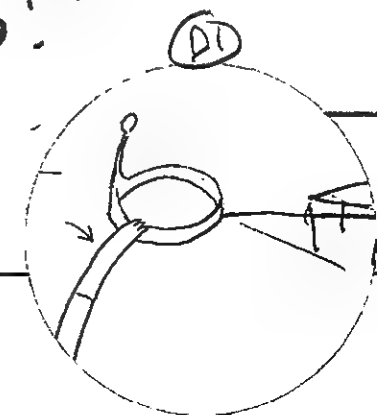
- ① PB GRABS HER CROWN FROM OS.
- ② SWINGS CROWN BACK IN.

Timing:



SFX: ***KLANG!***

- PB HITS LSP W/ CROWN.
- LSP IS KNOCKED OFF S.



SEP 24 2013

Production :

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Cut

ADVENTURE TIME



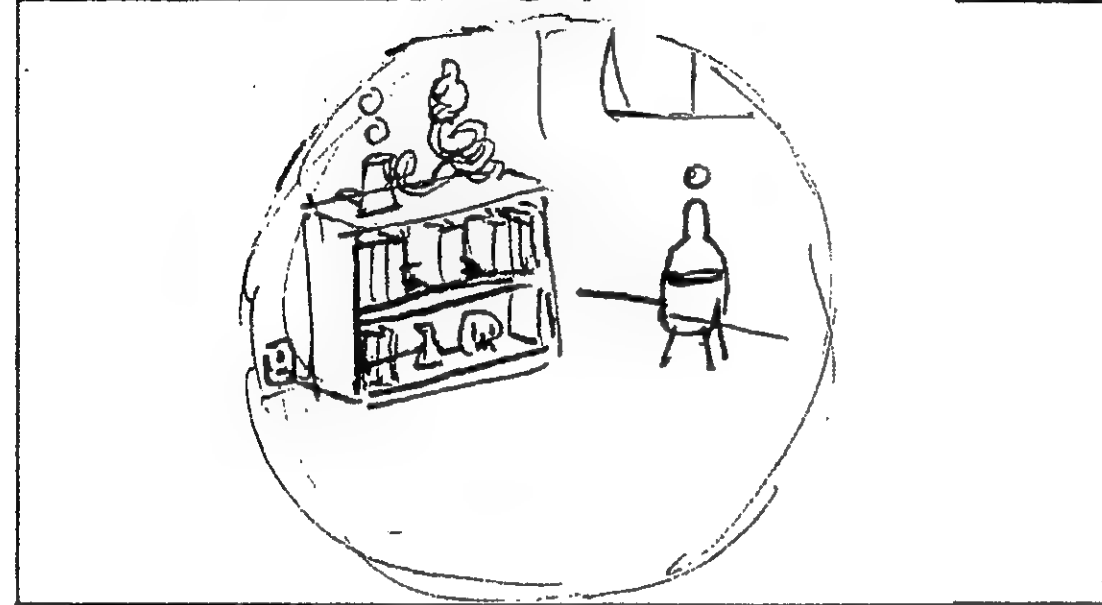
Page **38**

Sc. **32**

Pnl. **A**

Bg.

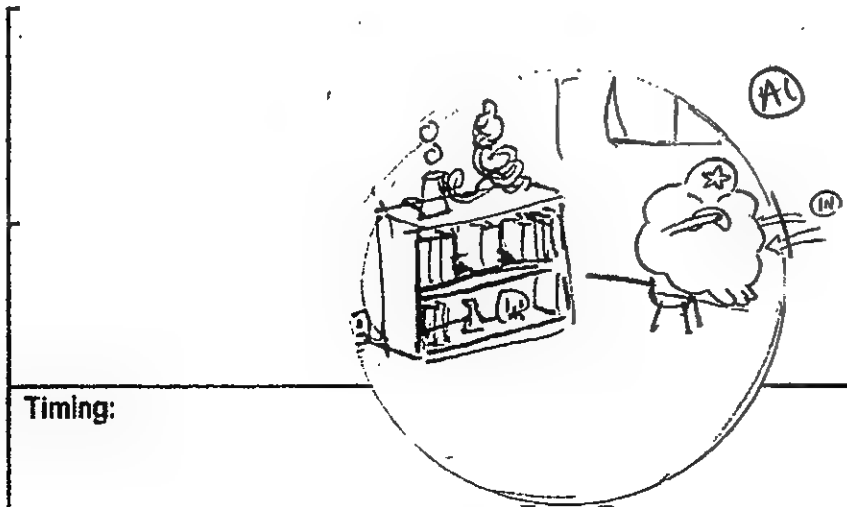
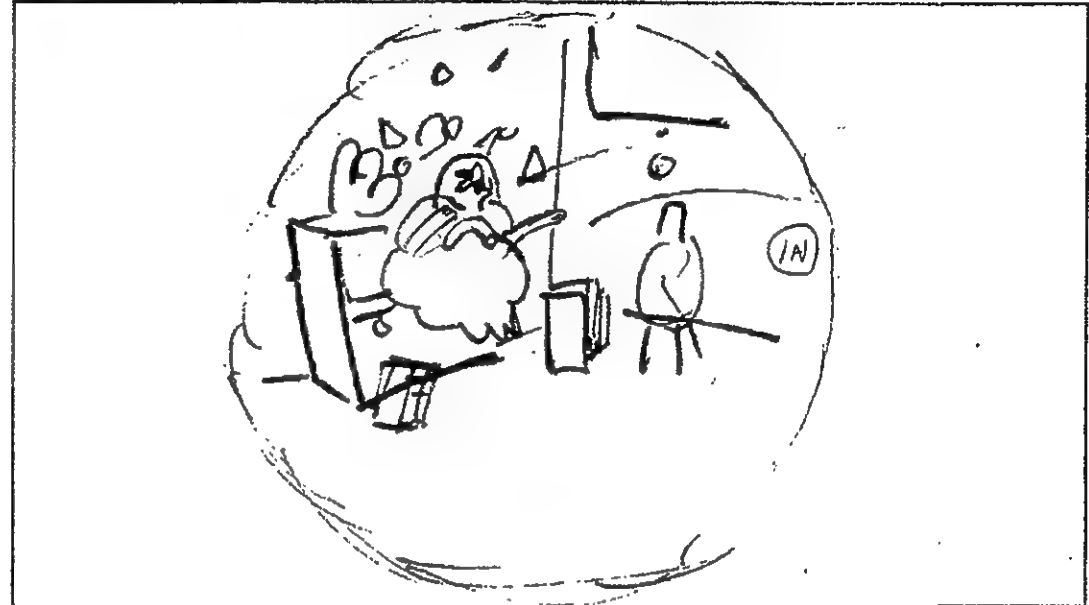
day night



Sc. **32 CONT** Pnl. **B**

Bg.

day night



-LSP FLIES ON/S
AND HITS BOOKCASE

LSP: GLOB!!

(R) SFX: * CRASH! *



Timing:

SEP 24 2013

Production :

EPISODE # 1014-160

1014/160

ADVENTURE TIME



Page **39**

Sc. **32 CONT** Pnl. **C**

Bg.

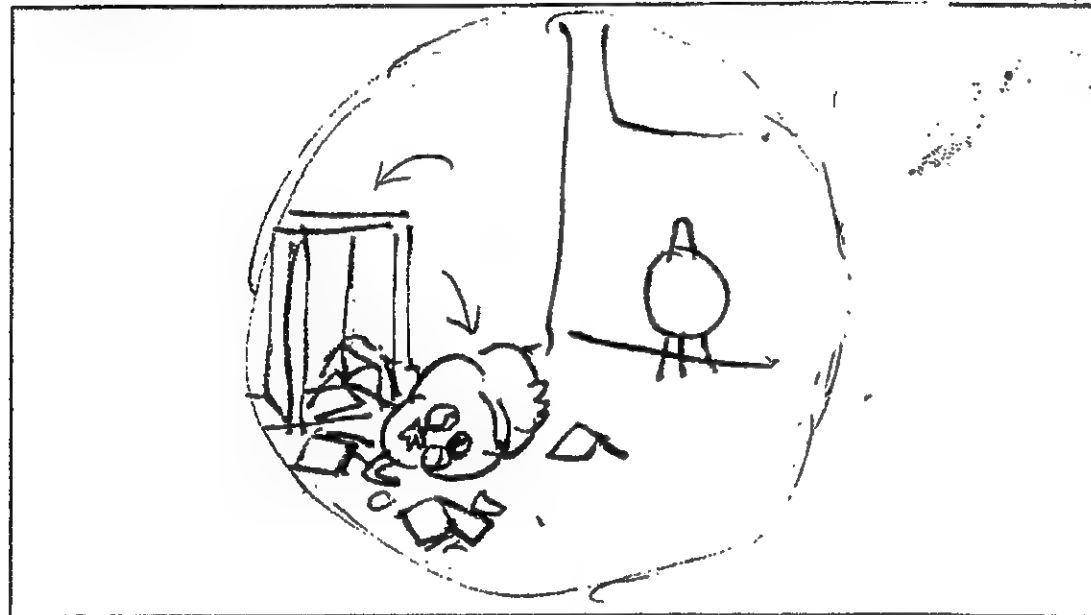
day night

Sc. **33**

Pnl. **A**

Bg.

day night



LSP: (heavy breath)

- BOOK CASE FALLS OVER
- LSP FALLS TO GROUND PANTING



PB: (HEAVY BREATHING)

Timing:

SEP 24 2013

Production :

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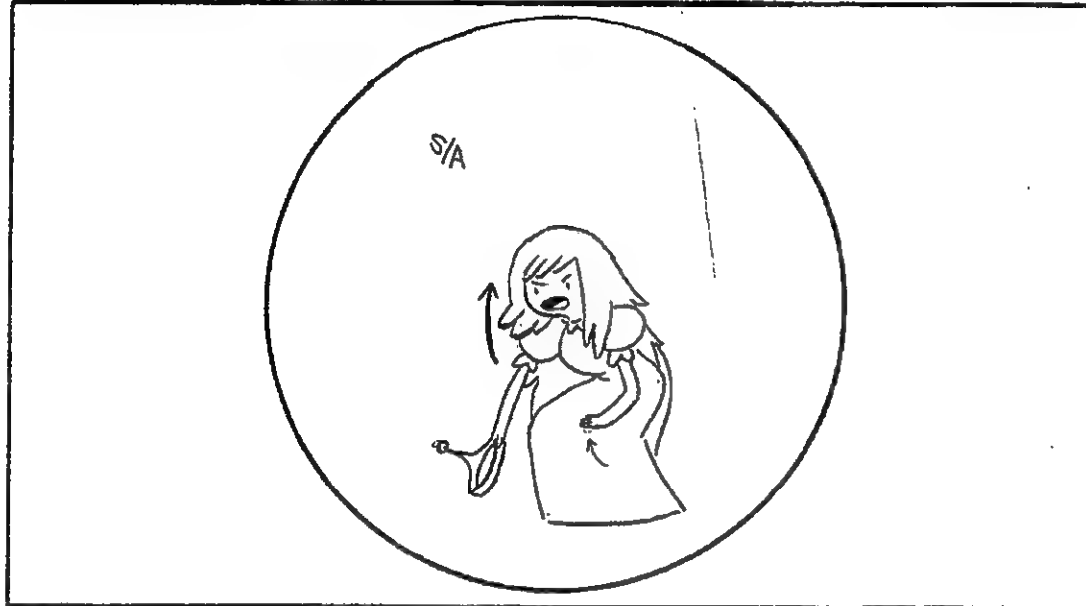
ADVENTURE TIME



Sc. 33 CONT Pnl. B

Bg.

day night

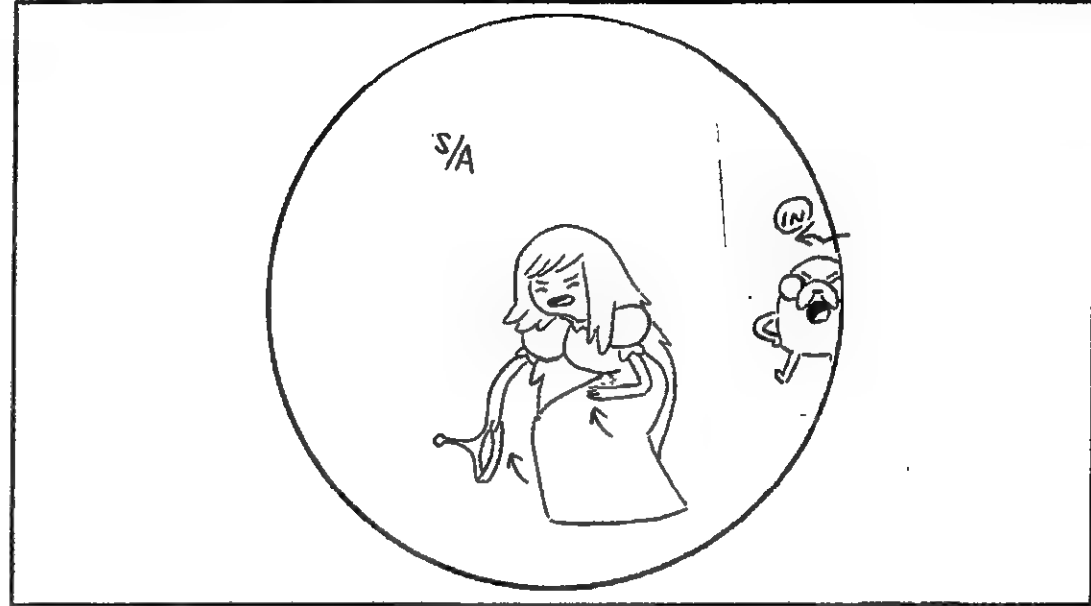


Sc. 33 CONT Pnl. C

Bg.

Page

day night



Dialog:

PB: HEAR ME LUMPY SPACE PRINCESS...

PB: I WILL AVOID DECLARING WAR --

-JAKE WALKS ON/S BEHIND PB

Timing:

SEP 24 2013

Production

EPISODE # 1014-160

1014/160

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1014/160

ADVENTURE TIME

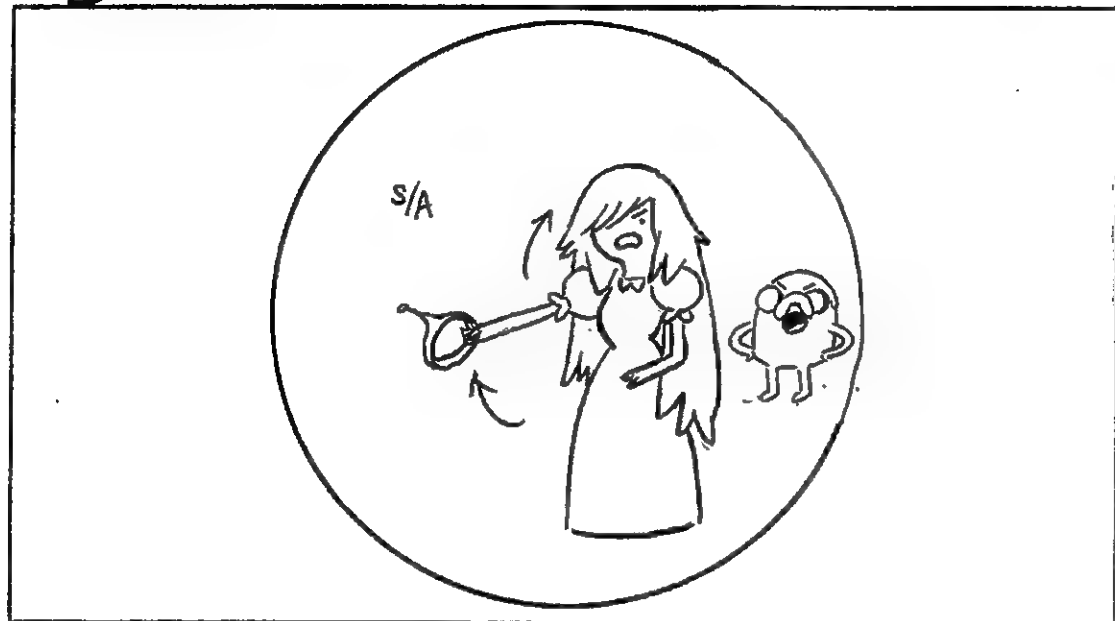


Sc. **33 CONT**

Pnl. **D**

Bg.

day night



Sc. **33 CONT**

Pnl. **E**

Bg.



Page **40A**
40B NEXT
day night

Dialog:

PB: ON THE ENTIRETY OF LUMPY SPACE --

PB: RULED BY YOUR PARENTS

Action:

- JAKE LOOKS SHOCKED.

-PB JABS W/ CROWN FOR EMPHASIS.

Timing:

SEP 24 2013

Production :

EPISODE # **1014-160**

1014/160

1014/160

1014/160

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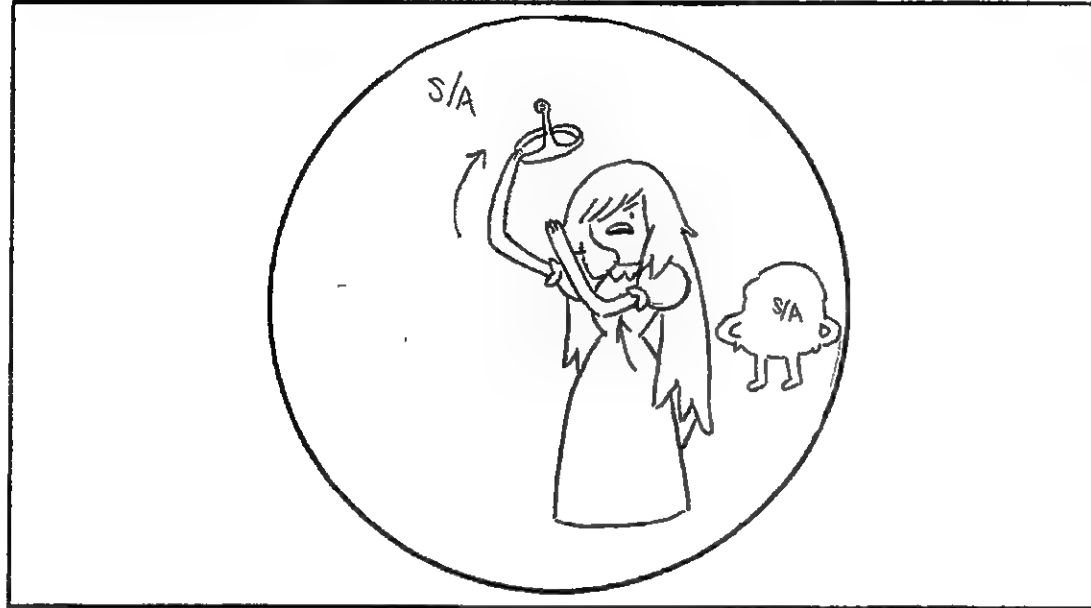
ADVENTURE TIME



Sc. **33 CONT** Pnl. **F**

Bg.

day night



Sc. **33 CONT** Pnl. **G**

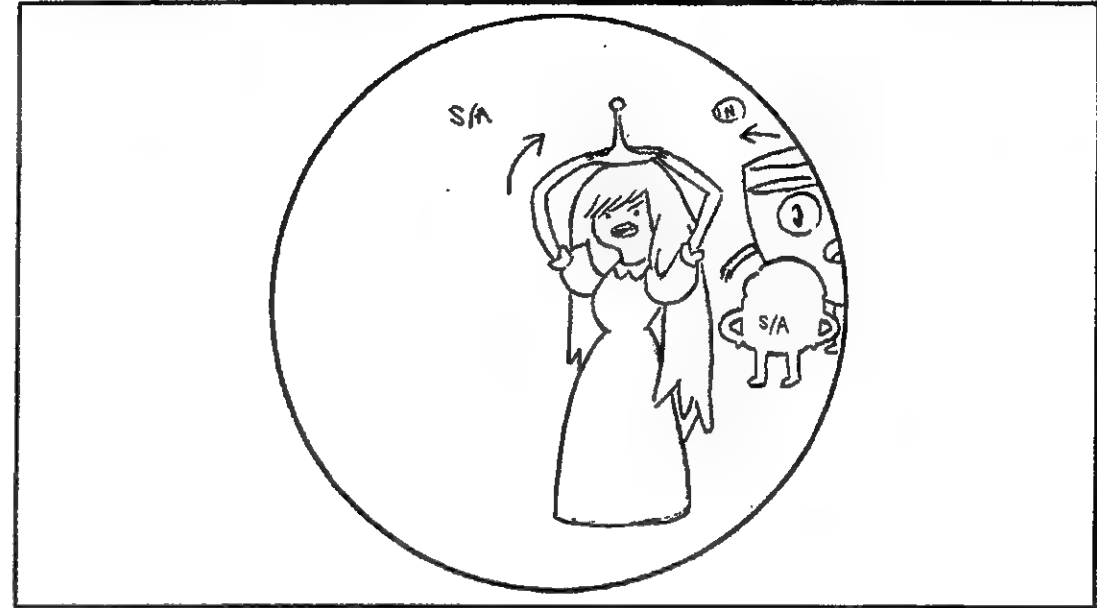
Bg.

Page

40 B

day night

40 C NEXT



PB: IF --

PB: YOU APOLOGIZE TO ME

- PUNCH BOWL WALKS ON/IS

Timing:

SEP 24 2013

Production :

EPISODE # 1014-160

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1014/160

1014/160

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ADVENTURE TIME



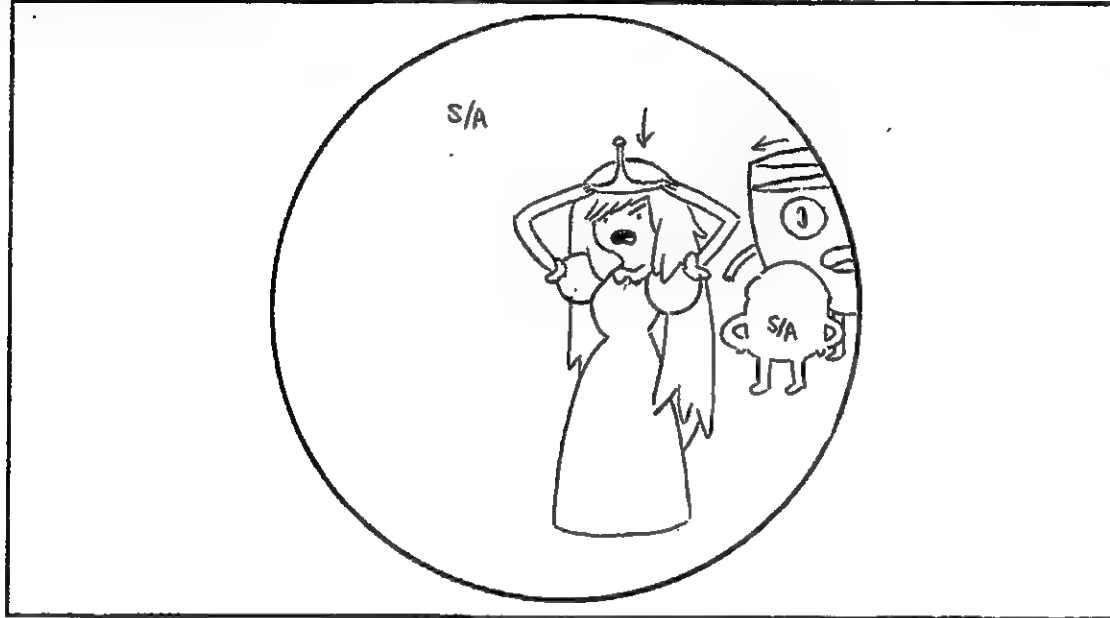
Cut

Sc. 33 CONT

Pnl. H

Bg.

day night



Sc.

Pnl.

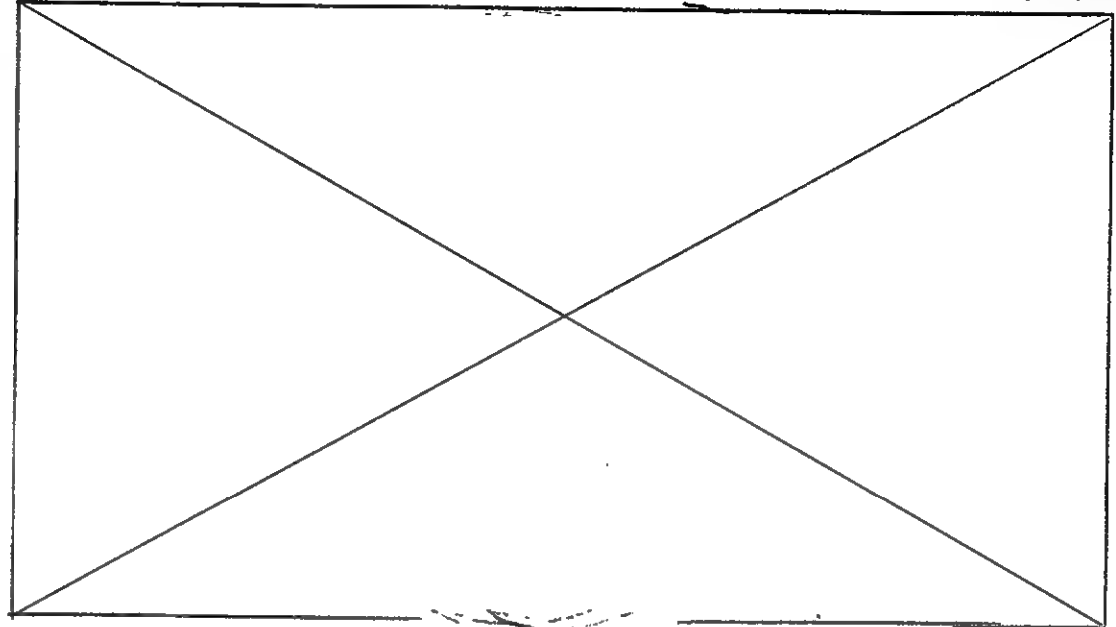
Bg.

Page

40C

day night

41 NEXT



PB: IMMEDIATELY.

-PB LETS GO OF CROWN.

Timing:

SEP 24 2013

Production :

EPISODE # 1014-160

1014/160

1014/160

1014/168

Cut

ADVENTURE TIME

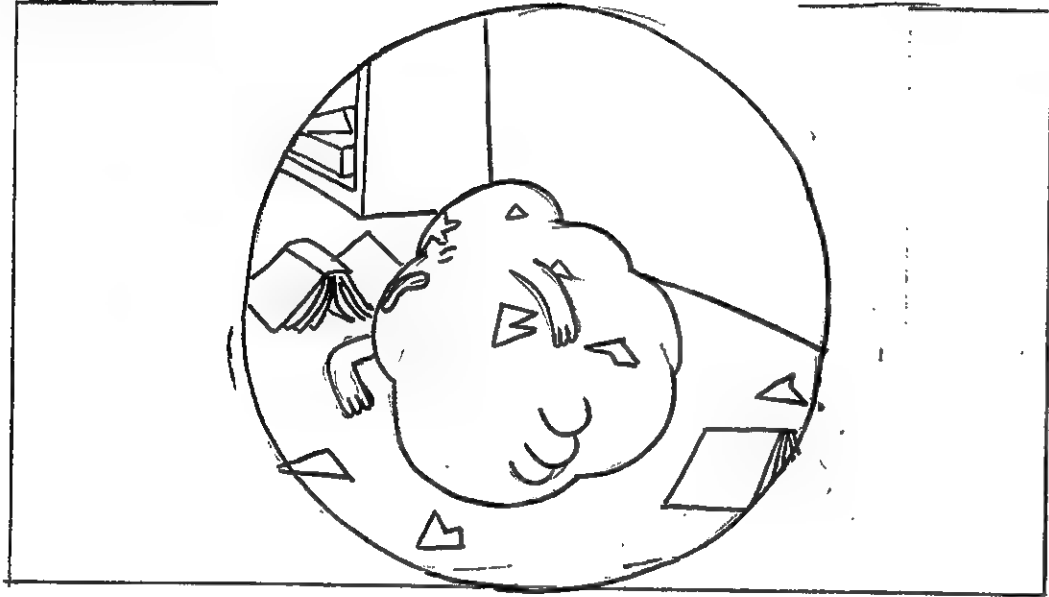


Sc. **34**

Pnl. **A**

Bg.

day night

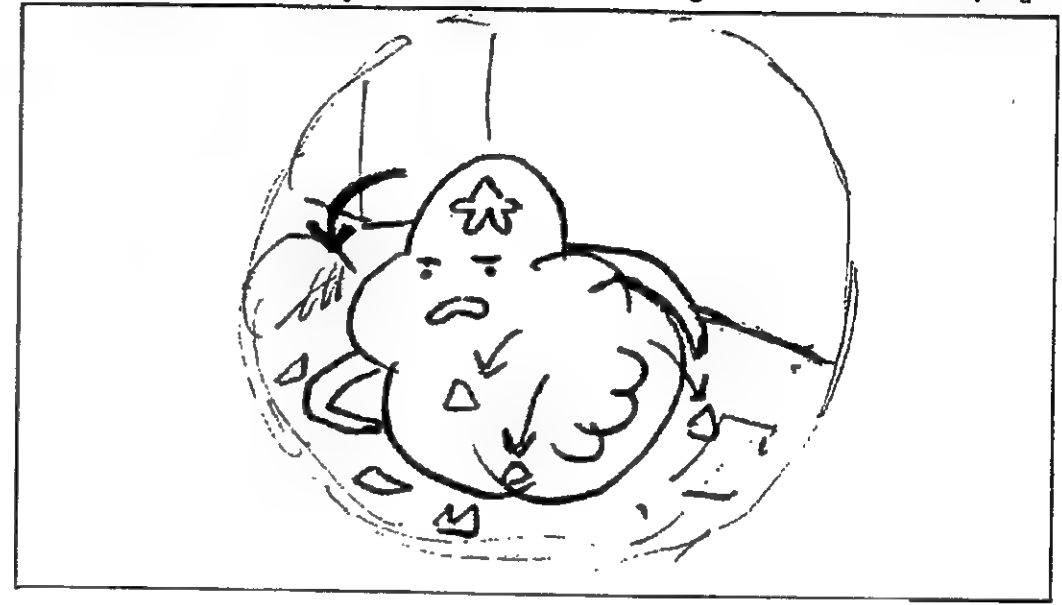


Sc. **34 cont** Pnl. **B**

Bg.

Page **41**
day night

Cut



LSP: I'M SORAHY...

- LSP TURNS.

SEP 24 2013

Timing:

Production :

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1014/160

Cat

ADVENTURE TIME



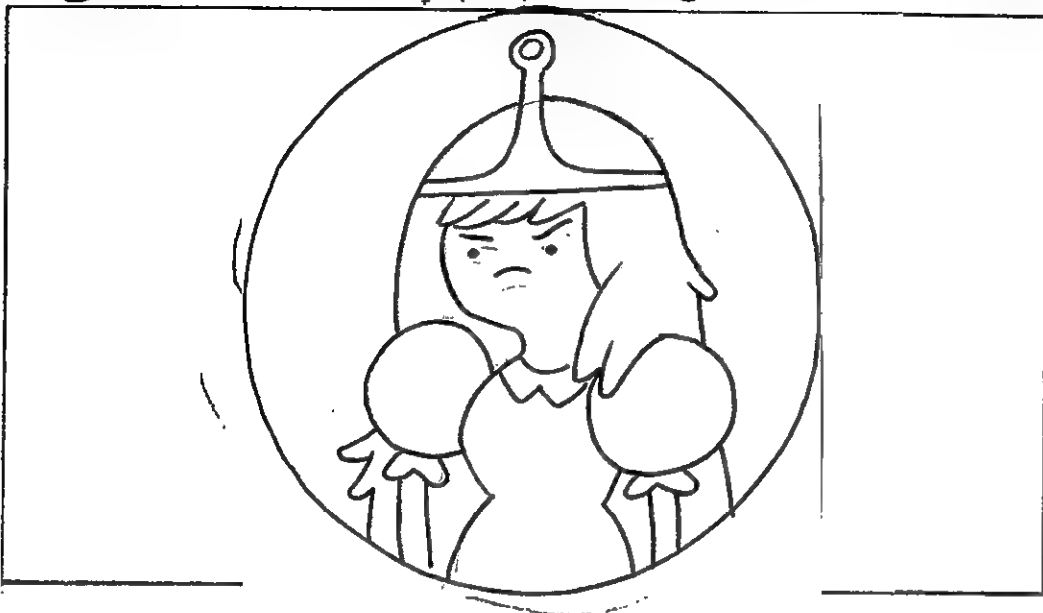
Page 42
day night

Sc. 35

Pnl. A

Bg.

day night

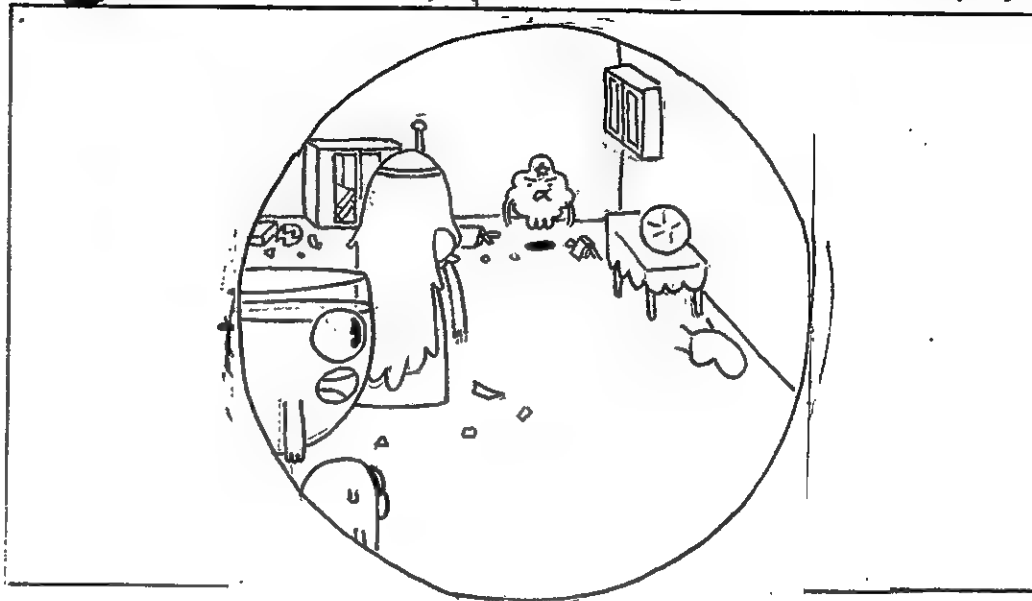


Sc. 36

Pnl. A

Bg.

day night



LSP (CONT.) - AHH HHH -

LSP: AHHHH - (CONT.)

Timing:

SEP 24 2013

THIS
FACE

EPISODE # 1014-160

1014/160

Production :

1014/160

1014/160

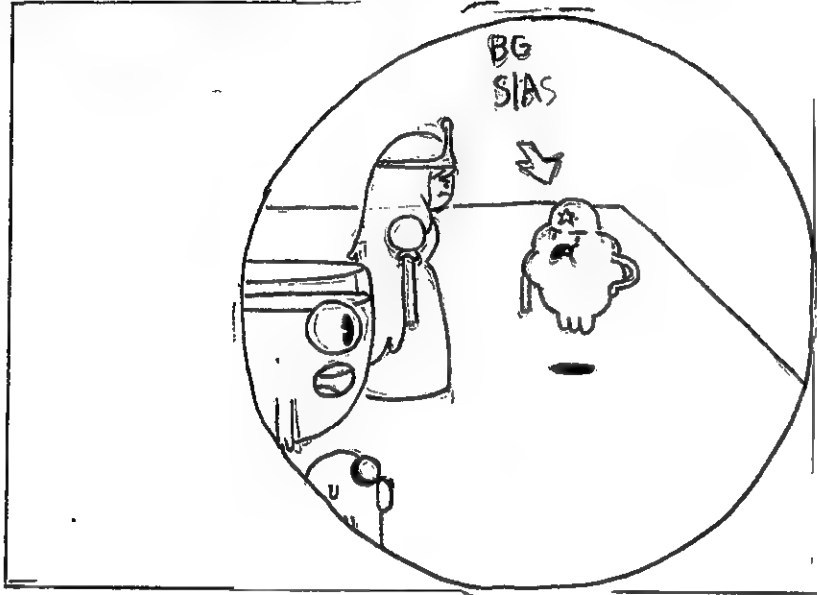
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ADVENTURE TIME



Page **43** *Hu*
Cut

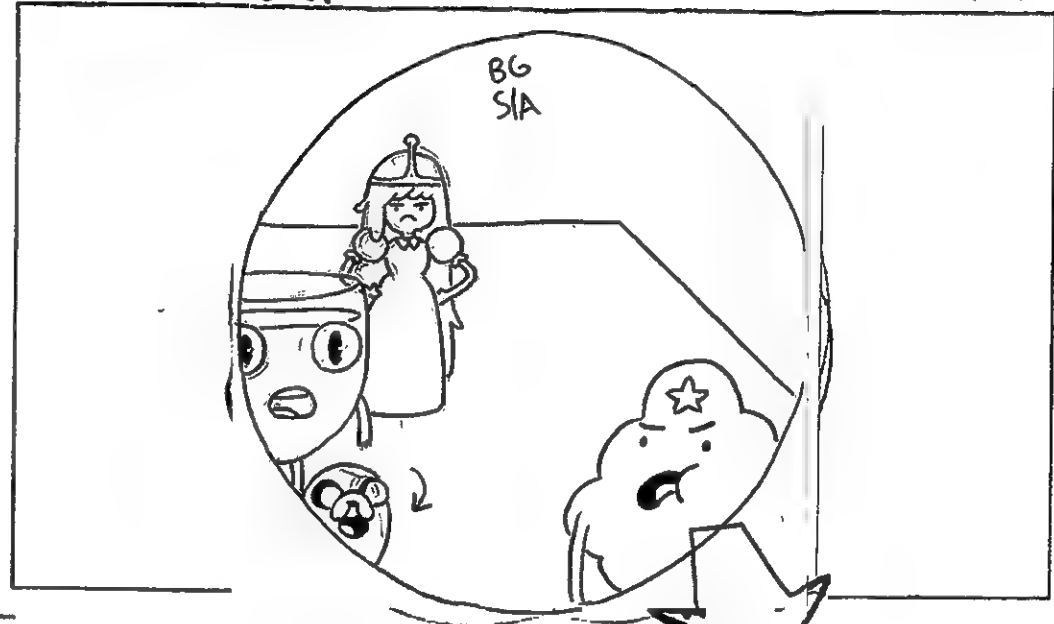
Sc. **36 CONT** Pnl. **B** Bg.



day night

Sc. **36 CONT** Pnl. **C** Bg.

day night



OUT

LSP- AH HHHH -

- LSP floats out
- PB JAKE + PUNCH BOWL
TRACK LSP.

LSP: AH HHHH -

SEP 24 2013

Time



EPISODE # **1014-160**

Production :

1014/160

HO
CUT

ADVENTURE TIME



Page **44**

Sc. **37**

Pnl. **A**

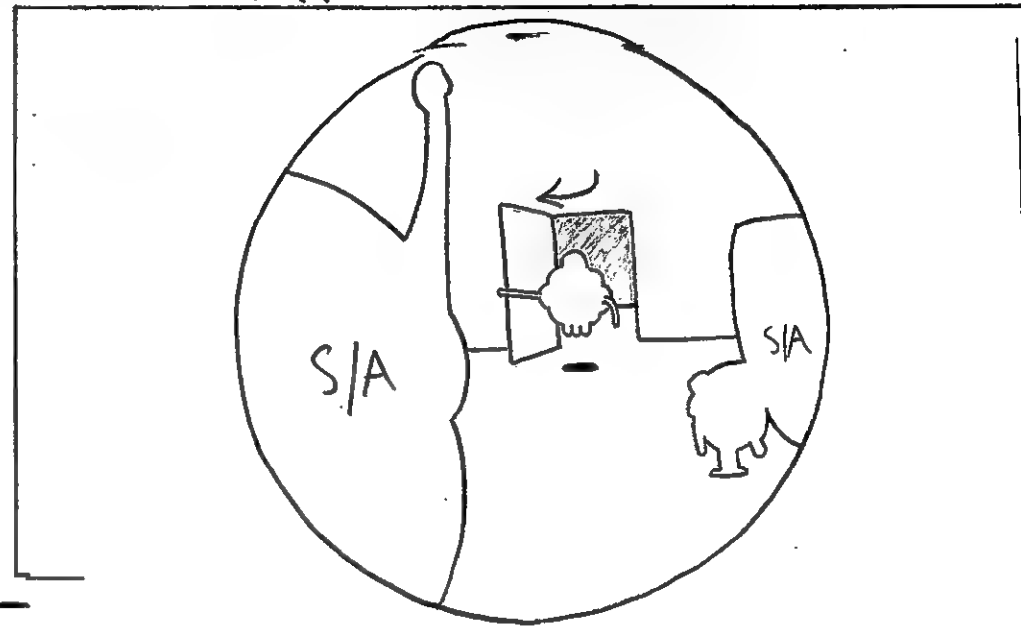
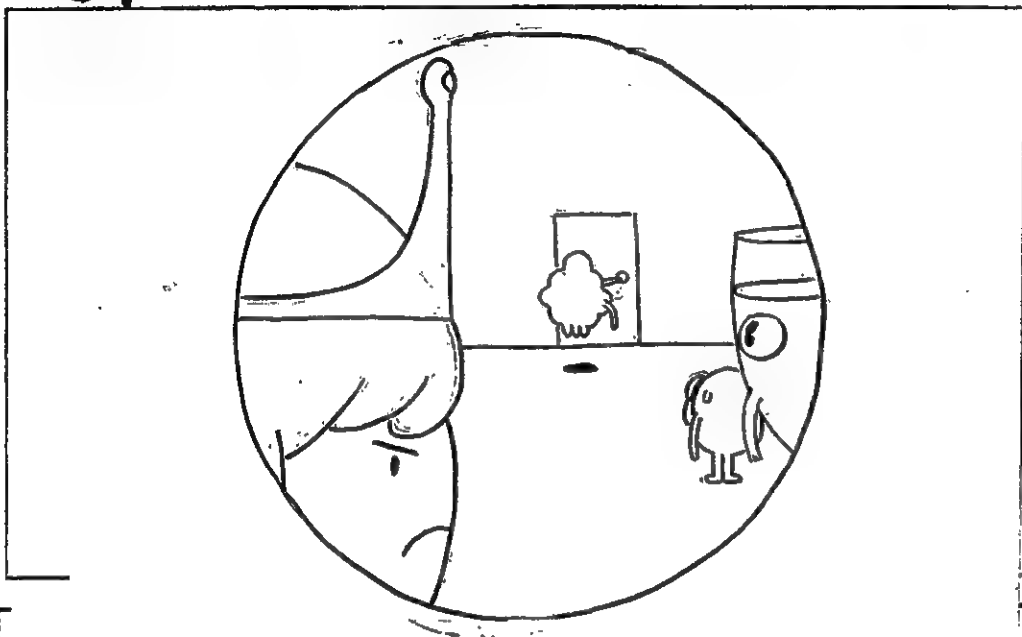
Bg.

day night

Sc. **37 CONT.** Pnl. **B**

Bg.

day night



LSP: AHH YYY

-LSP OPENS DOOR.

Timing:

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Production :

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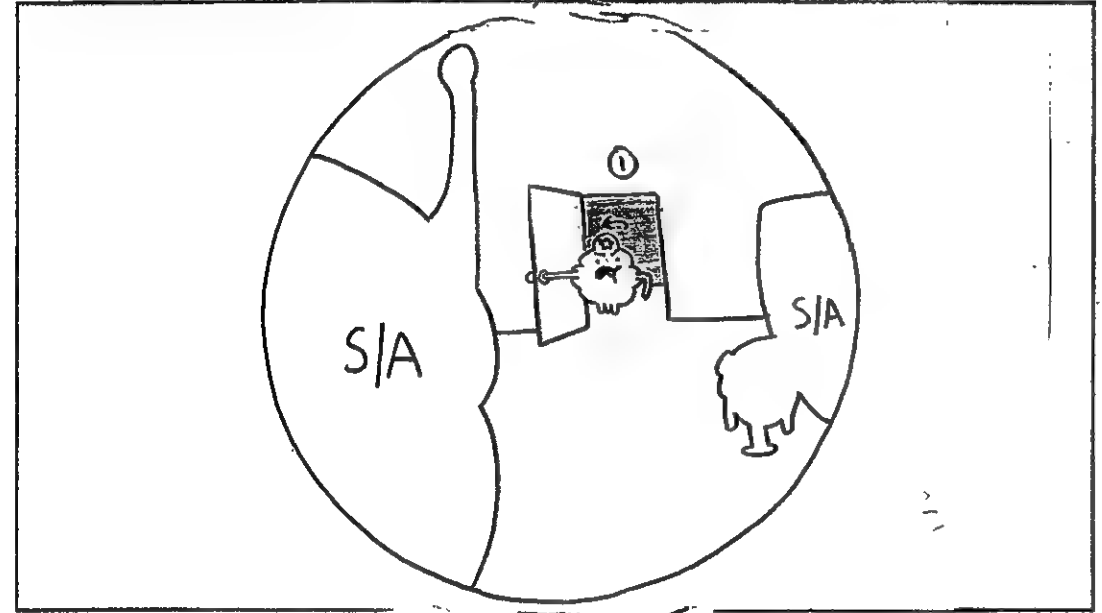
ADVENTURE TIME



Sc. **37 CONT** Pnl. **C**

Bg.

day night

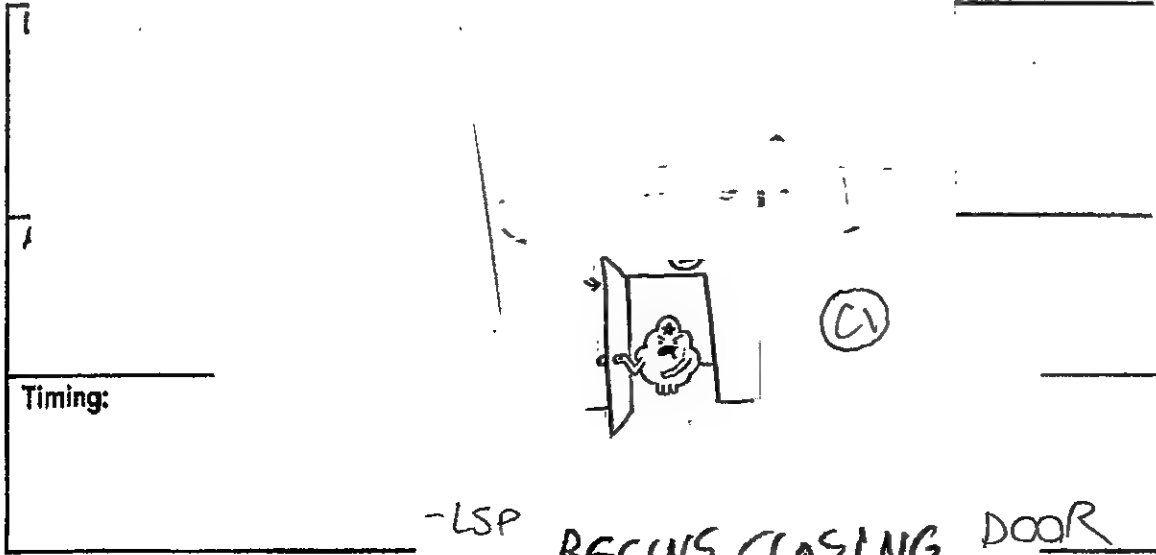
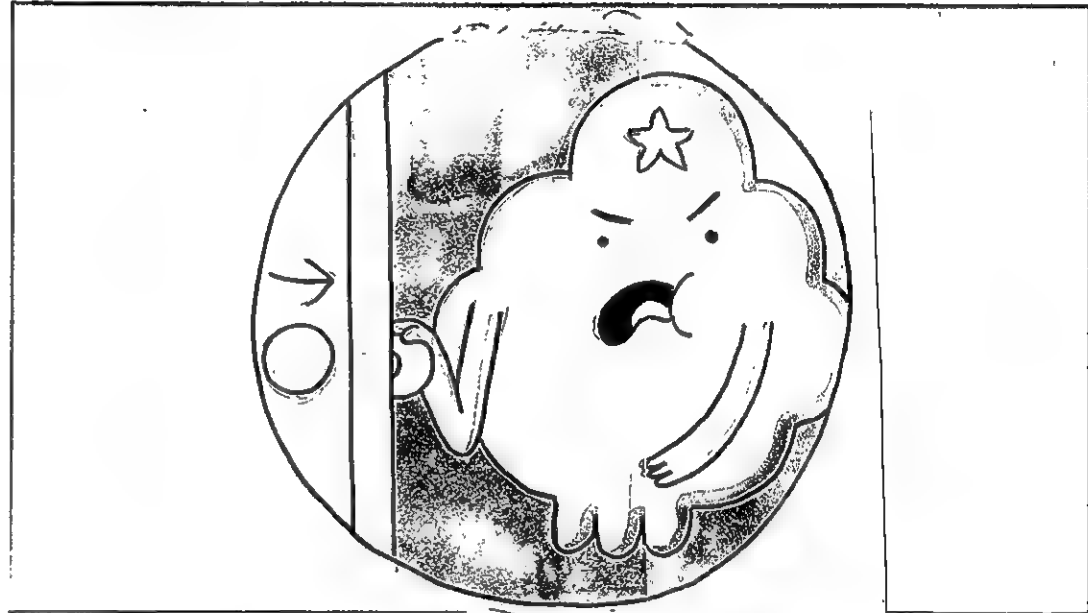


Sc. **38**

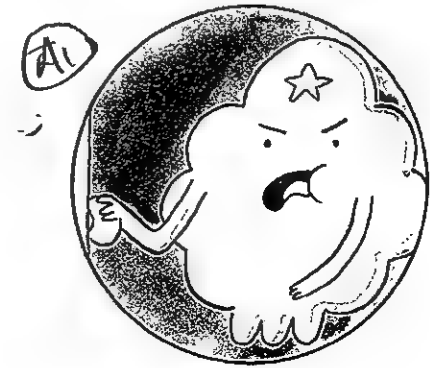
Pnl. **A**

Bg.

day night



CR: I'M SORRY -



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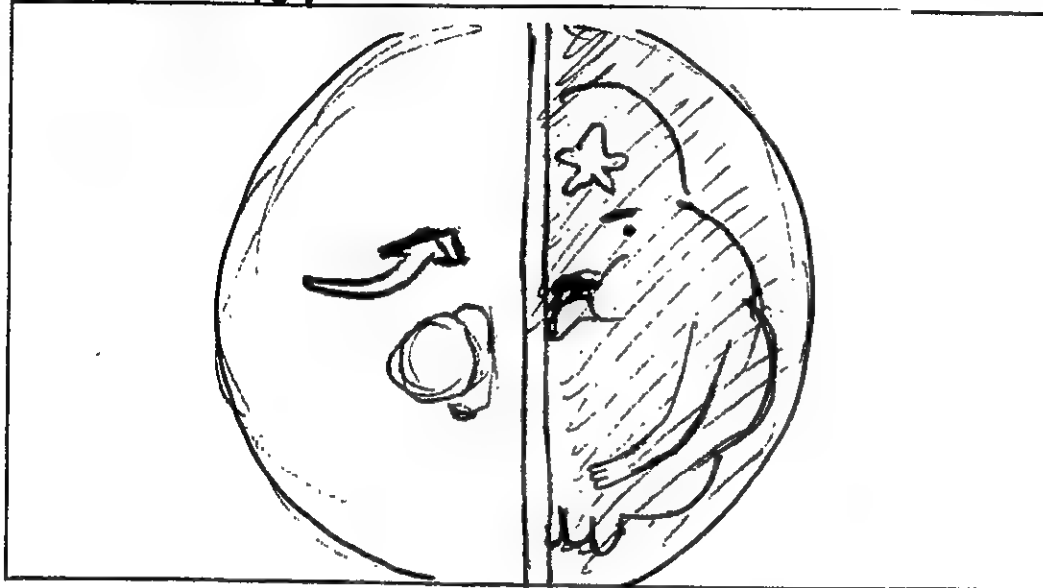
ADVENTURE TIME



Sc. 38 CONT Pnl. B

Bg.

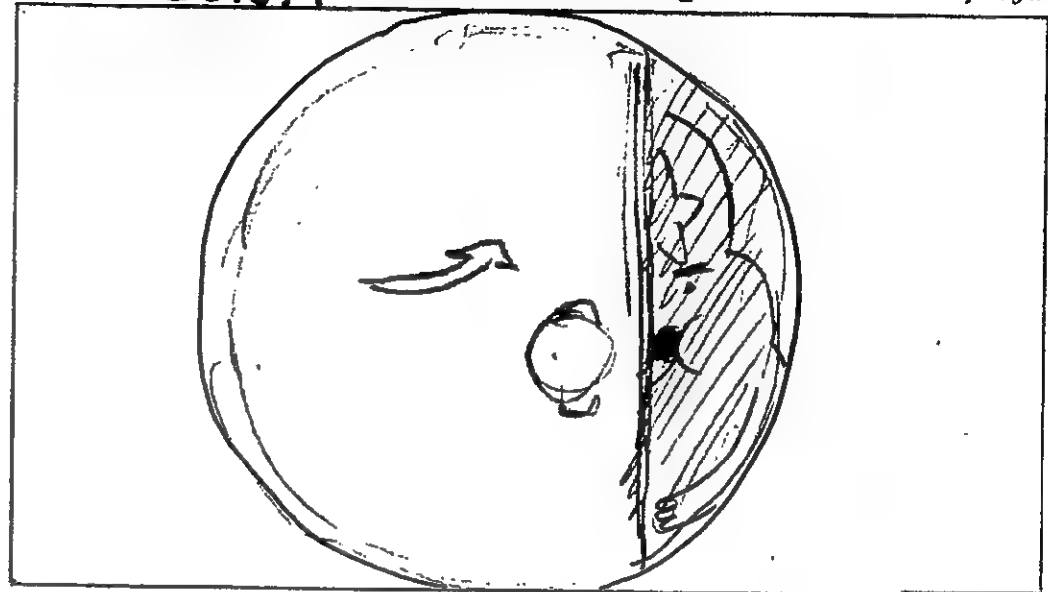
day night



Sc. 38 CONT. Pnl. C

Bg.

day night



LSP: YOU'RE SO -

LSP: STUPID.

Timing:

SEP 24 2013

Production :

EPISODE # 1014-160

46
Hut
Cut

Page

1014/160

Ho
Cut

ADVENTURE TIME

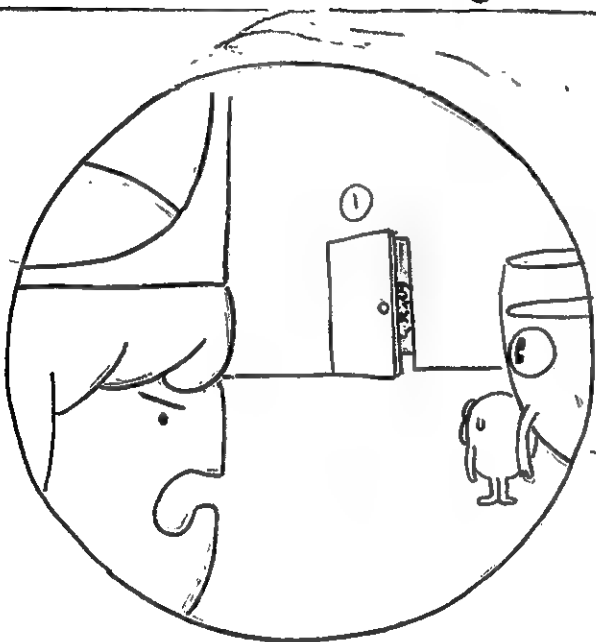


Sc. 39

Pnl. A

Bg.

day night



② * ^{SFX:} SLAM! *

-LSP SLAMS DOOR.

Sc. 39 CONT

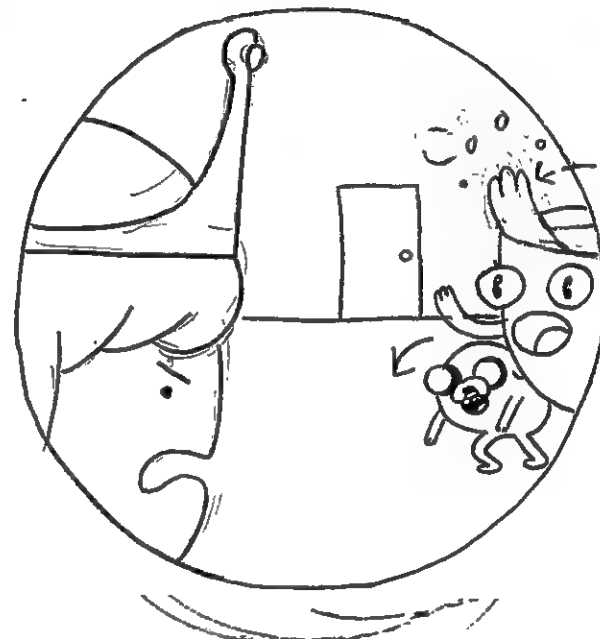
Pnl. B

Bg.

Page

47

day night



J+PUNCH: WOHHHH!!!
BOWE HAHHA!!

(PB spills punch)

PB: SHEESH!



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1014/160

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Cut

ADVENTURE TIME



Page **48**

Sc. **40**

Pnl. **A**

Bg.

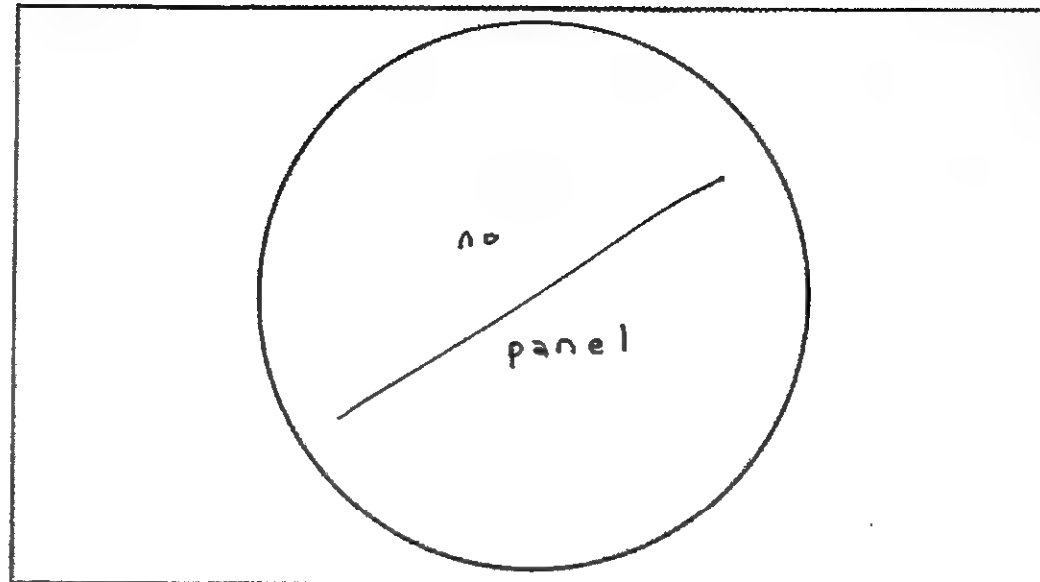
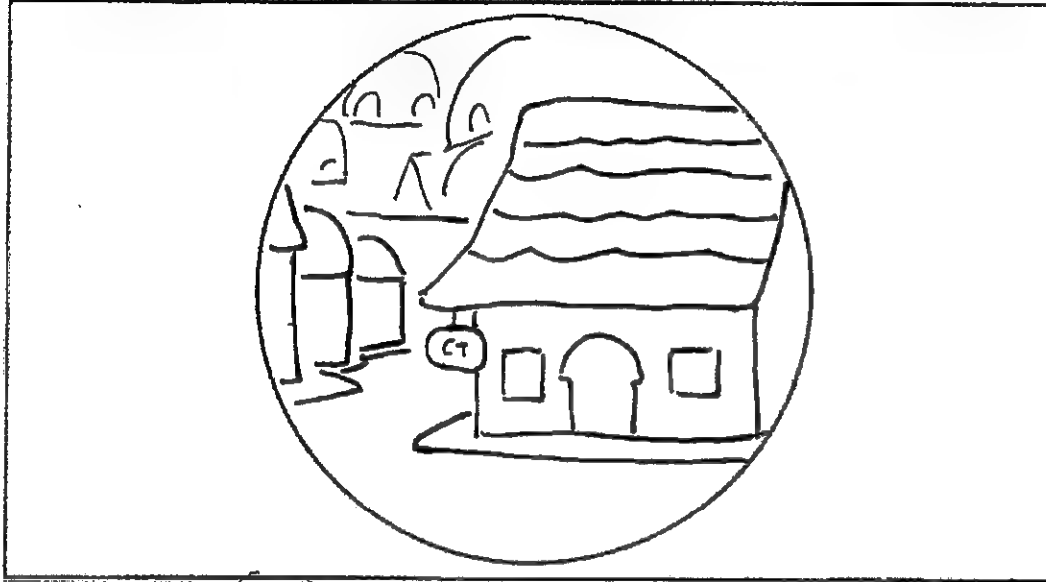
day night

Sc.

Pnl.

Bg.

day night



Dialog: Tree Trunks/ I'd love to get you-

Action: - CANDY TAVERN EXT. ♪ Tree Trunks (os) singing
karaoke version of "Slow
Boat to China"

Timing:

SEP 24 2013

1014-160

EPISODE #

Production :

1014/160

Cut

ADVENTURE TIME



Page 49

Hu Cent

Sc. 41

Pnl.

(C)

Bg.

day night

(B)

(A)



stop

start

Dialog:

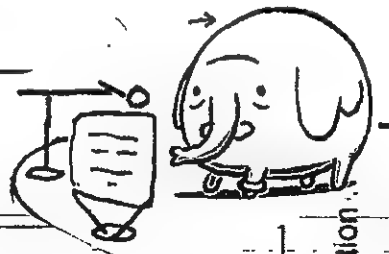
(C)

TT/ on a slow boat to China, all to myself alone.

Action:



(A)



Timing:

- LSP watching dude

Tavern folk looking sad

- Mr Pig watching

- T.T singing karaoke

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1014-160

Production

1014/160

1014/160

Hug
Cut

ADVENTURE TIME



Page 50

Sc. 42

Pnl. A

Bg.

day night

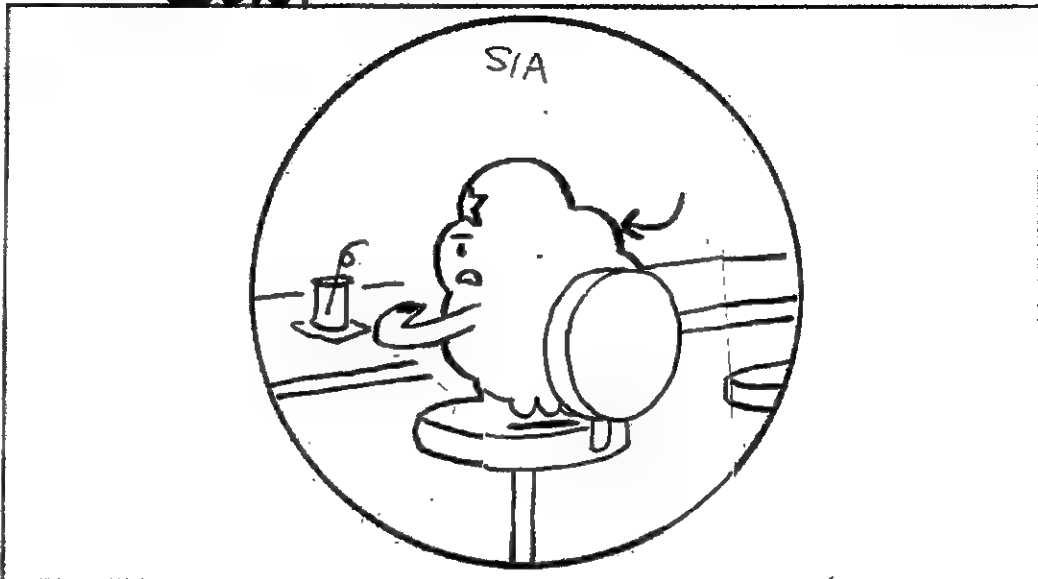
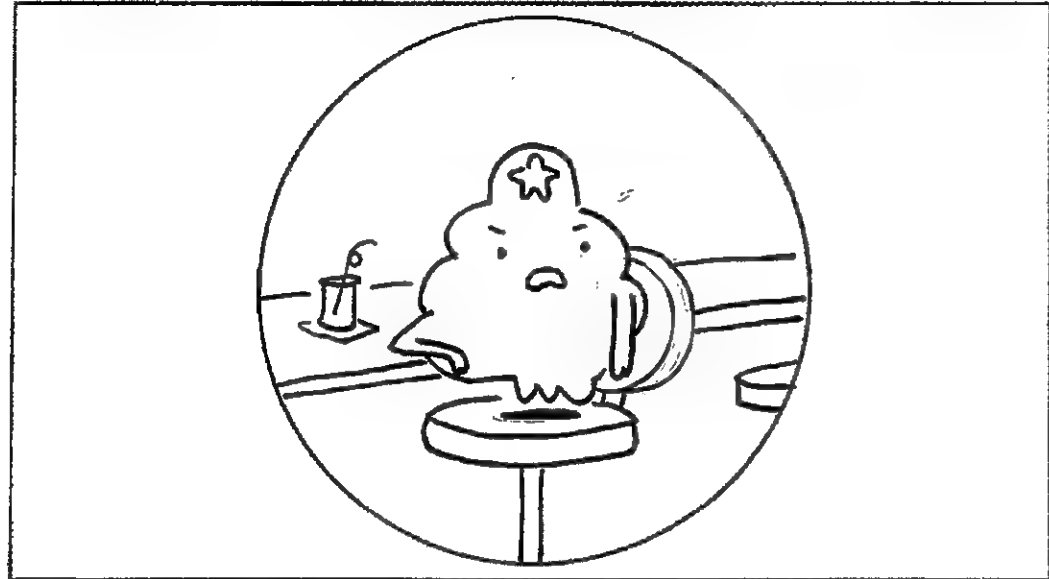
Sc. 42

CONT

Pnl. B

Bg.

day night



Dialog:

LSP/ EVERYONE IN HERE
IS A LOSER.

TT(os)/ Get you and me- (trails off)

LSP/ NOBODY'S AS GOOD
AS BRAD.

Action:

(LSP hovering over stool)

(LSP turns back
to bar)

Timing:



SEP 24 2013

Hug
Cut

EPISODE # 1014-160

Production :

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ADVENTURE TIME



Sc. 43

Pnl. A

Bg.

day night

Sc. 43 CONT Pnl. B

Bg.

Page 51
SIA: NEXT
day night



Dialog:

LSP / OH, BRAD !

LSP / WHY CAN'T I GET OVER YOU ? !

Action:

Timing:

SEP 24 2013

EPISODE 1014-160

Production :

1014/160

1014/160

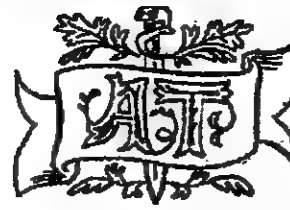
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Ho cut

Ho cut

Ho
Curt

ADVENTURE TIME



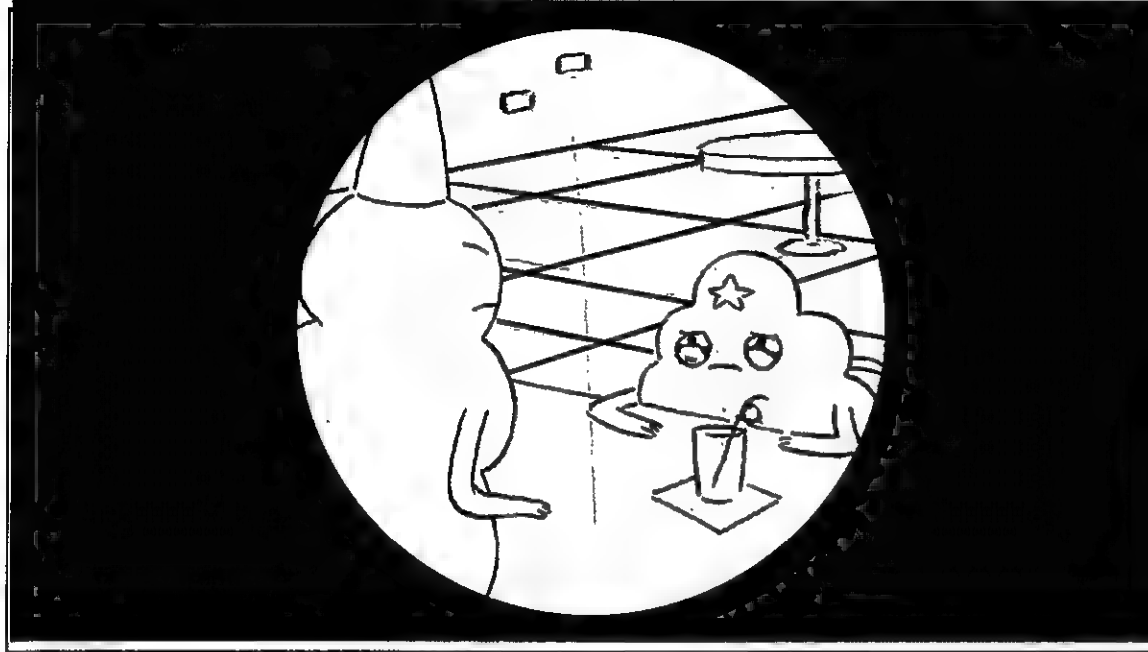
Page 51A
52. NEXT
day night

Sc. 43A

Pnl. A

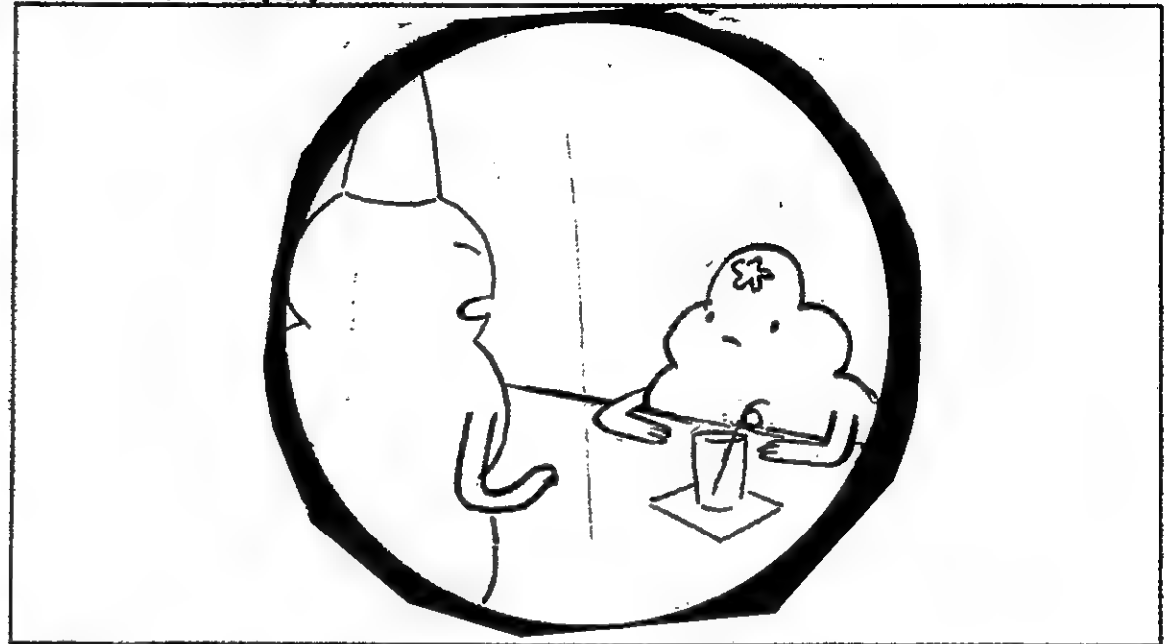
Bg.

day night



Sc. 43A **CONT.** Pnl. B

Bg.



Dialog:

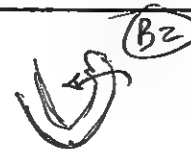
Action:

Timing:

CHARLIE / HAVE YOU TRIED BURNING
AN EFFIGY? THAT'S WHAT THEY DO
IN MOVIES



(B1)



(B2)

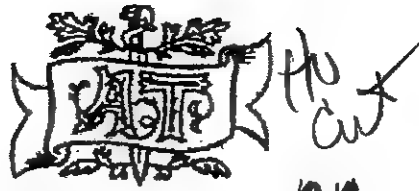
SEP 24 2013

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Production :

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ADVENTURE TIME



Page **52**

Sc. **43A CONT** Pnl. **C**

Bg.

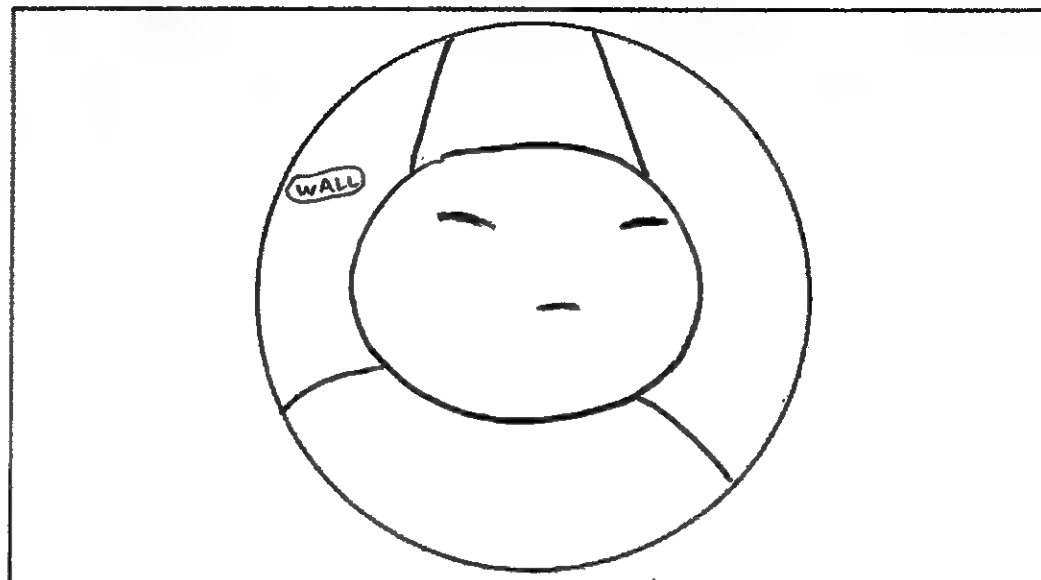
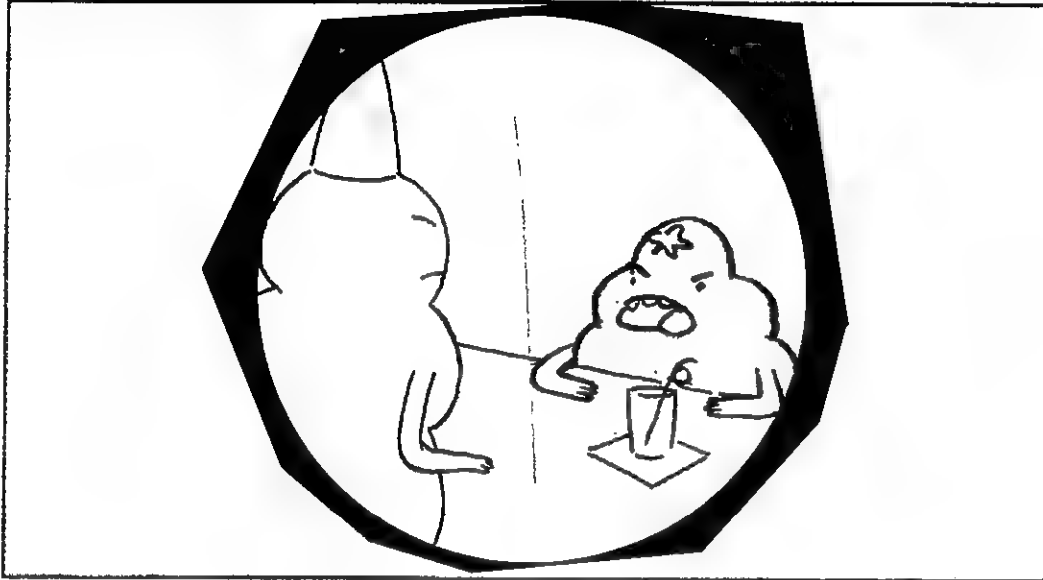
day night

Sc. **44**

Pnl. **A**

Bg.

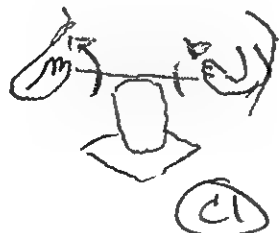
day night



Dialog:

LSP / THIS ISN'T A MOVIE,
CHARLIE! IT'S REAL LIFE!

Action:



(charlie slow burns)

Timing:

SEP 24 2013

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1014-160

HU cut

1014/160

1014/160

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45
Cont

ADVENTURE TIME



Page **53**

Sc. **45**

Int. **A**

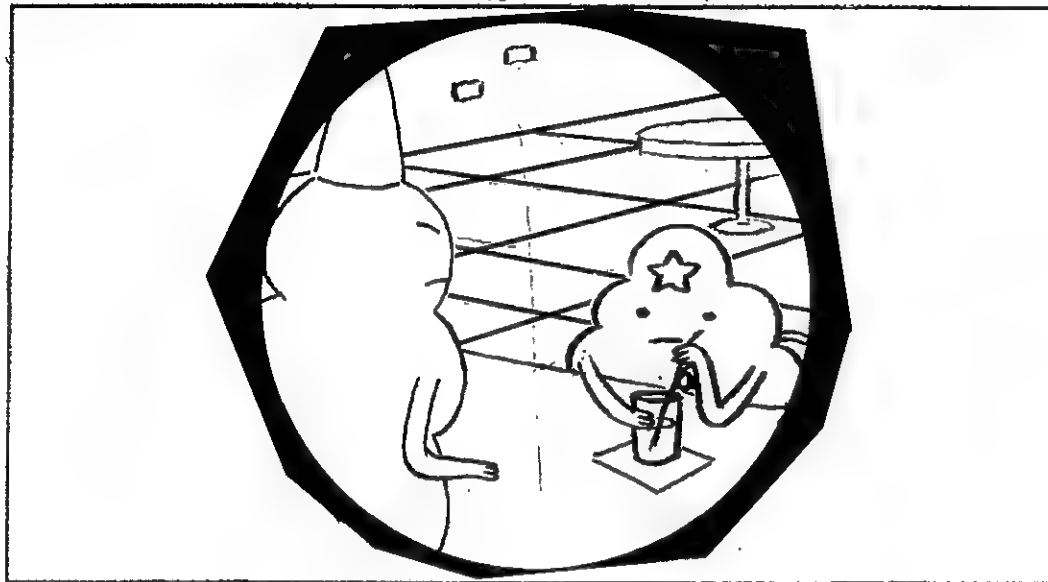
Bg.

day night

Sc. **45 CONT** Int. **B**

Bg.

day night



Dialog:

LSP / (SIGH)

1. C / ANOTHER CUCUMBER
WATER, YOUR MAJESTY?

Action:

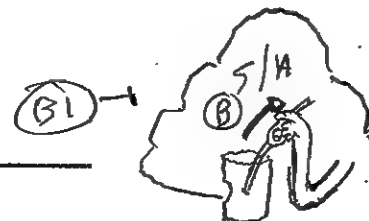
(LSP Fiddling with
her drink)

1. (LSP STOPS
Fiddling)

2. LSP
Nods
"Yes"



Timing:



SEP 24 2013

Production :

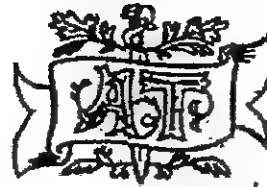
EPISODE# 1014-160

1014/160

1014/160

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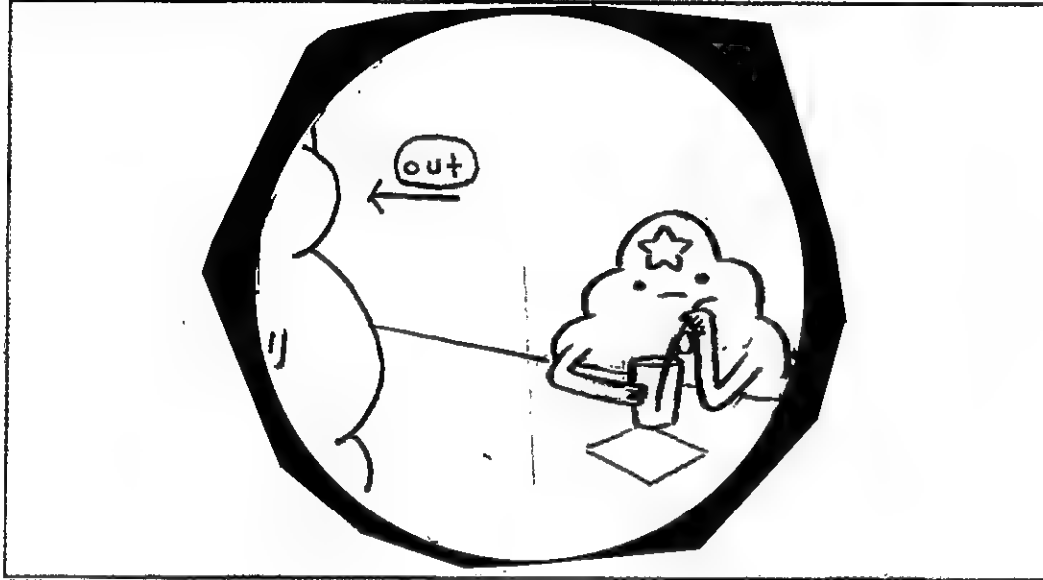
ADVENTURE TIME



Sc. **45 CONT** Pnl. **C**

Bg.

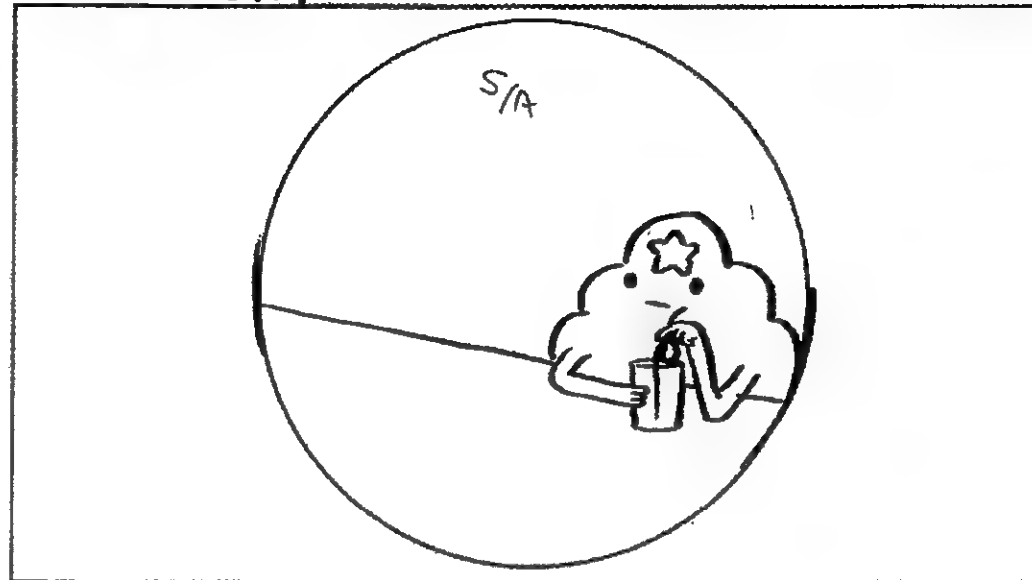
day night



Sc. **45 CONT** Pnl. **D**

Bg.

Page **54**
54A-NEXT
day night



Dialog:

Action:

(charlie exits as LSP goes back to drink - Fiddling)

(LSP pauses, she senses something... is she being watched?)

Timing:



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Production : ?

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1014/160

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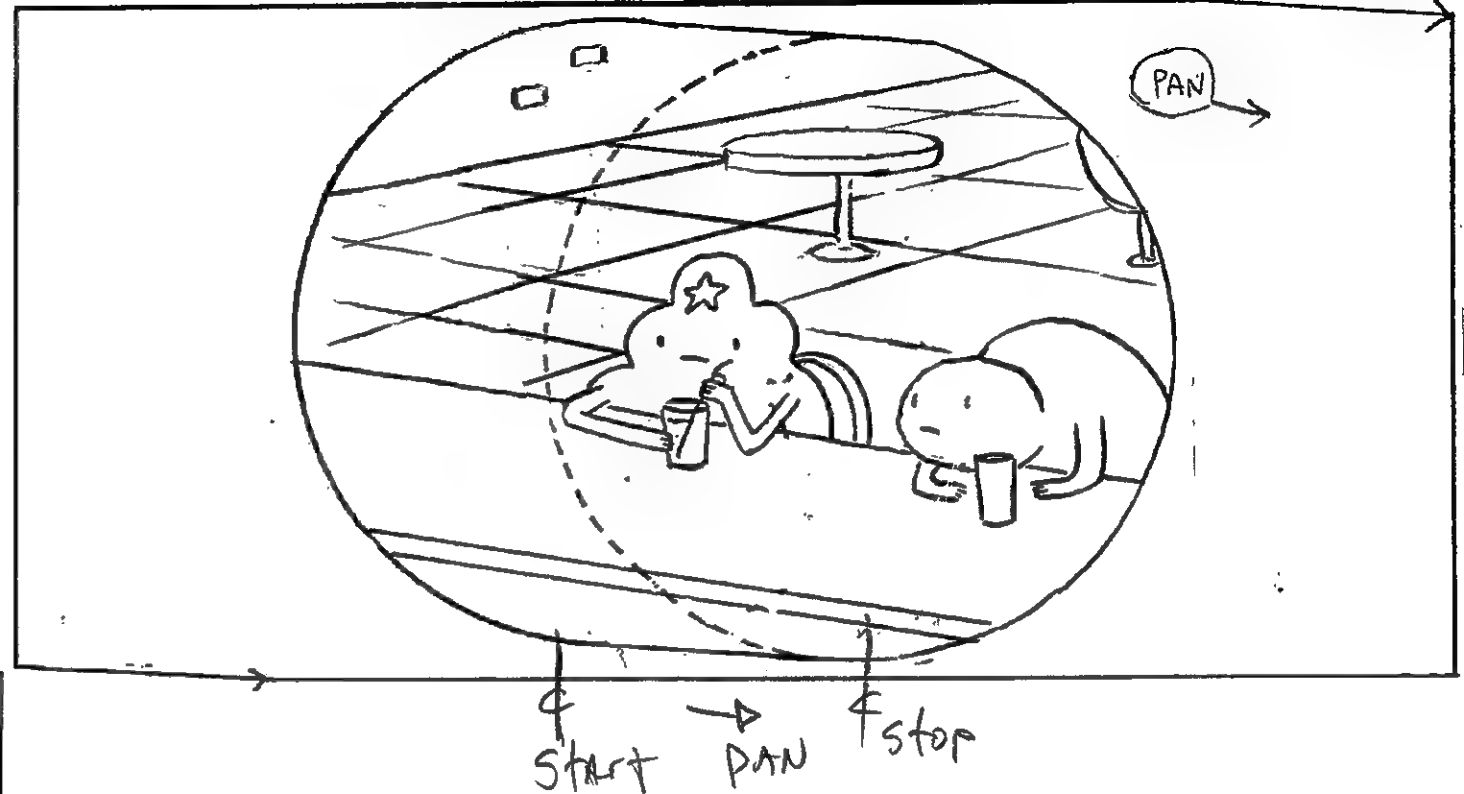


Sc. 45 **CONT**

Pnl. E

Bg.

Page 54A
55-NEXT
day night



Dialog:

Action:

-camera pan to reveal Johnnie,
eyeballing her

Timing:

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Production :

1014/160

ADVENTURE TIME



Sc. **45 CONT** Pnl. F

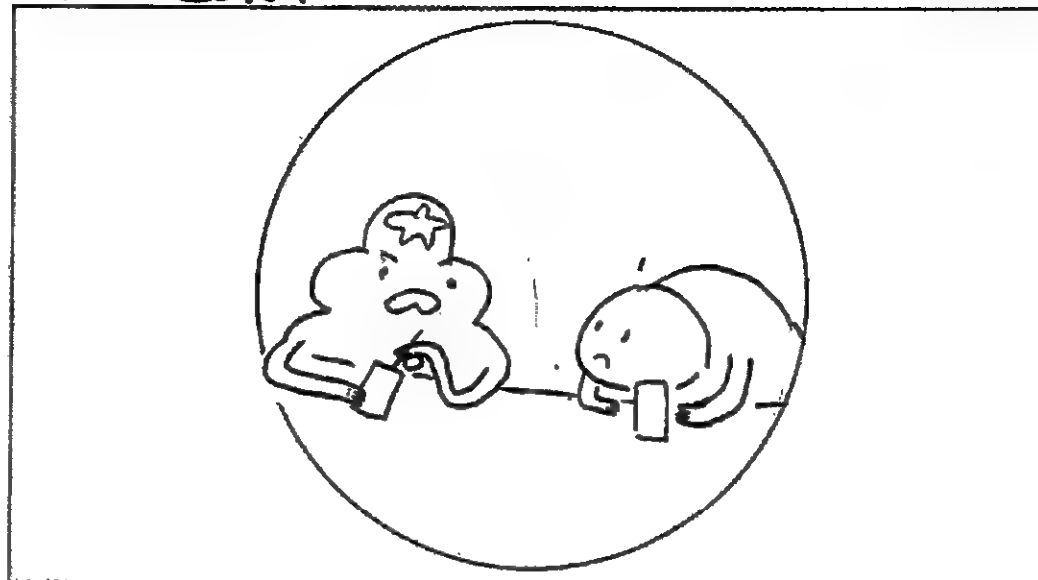
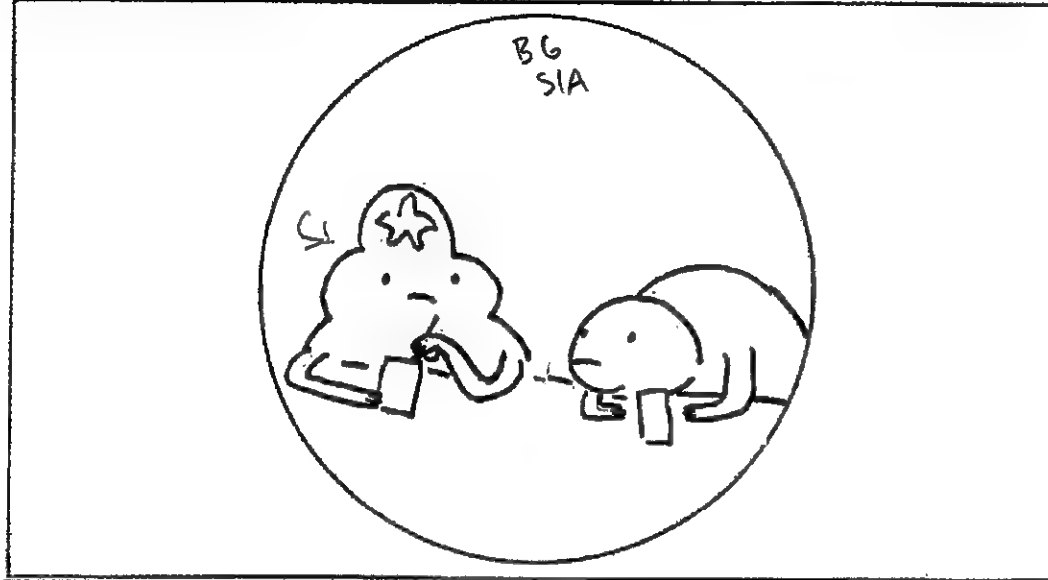
Bg.

day night

Sc. **45 CONT** Pnl. G

Bg.

Page **55**
55A-NEXT
day night



Dialog:

LSP/ WHAT ?!

Action:

1. (LSP looks over)

Timing:

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EPISODE # 1014-160

Production :

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1014/160

ADVENTURE TIME



Page 55A
55B. NEXT
day night

Sc. 45 **CONT**

Pnl. H

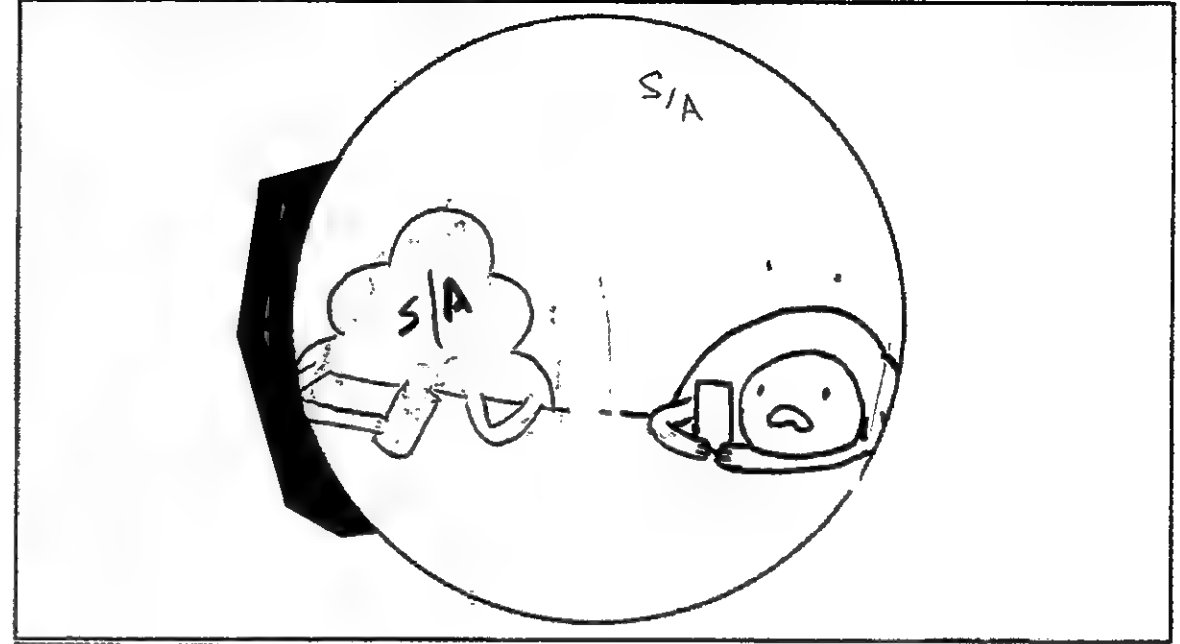
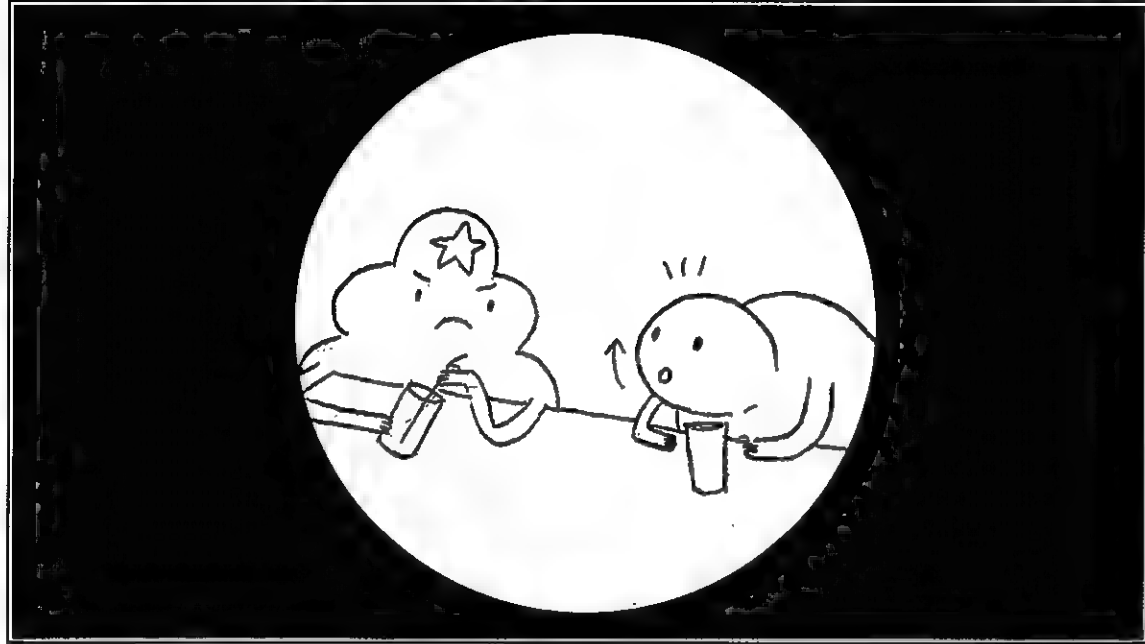
Bg.

day night

Sc. 45 **CONT.**

Pnl. I

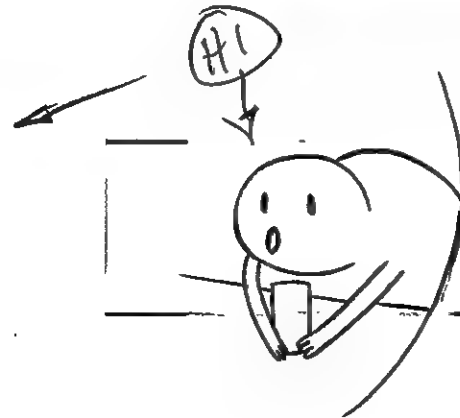
Bg.



Dialog:

J/ ohh!

Action:



Timing:

J/ I'm sorry for staring.
But uh.

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Production :

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ADVENTURE TIME



Page 55B

56-NEXT
day night

Sc. 45 **CONT.**

Pnl. J

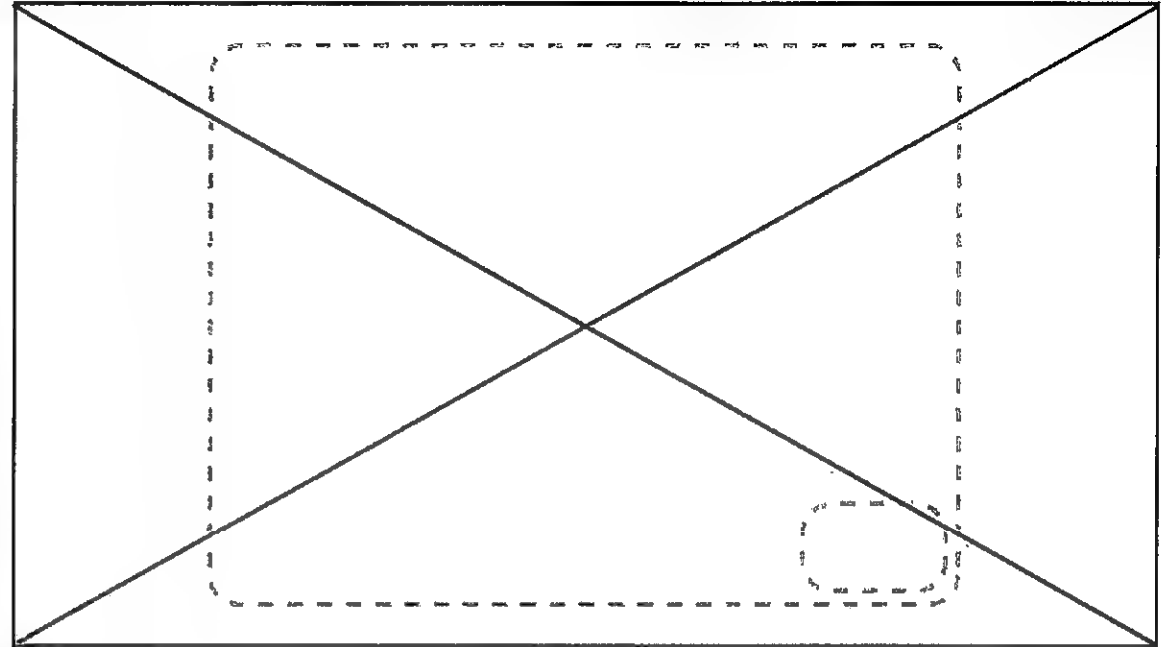
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

J / , I know you!

Action:

Timing:

SEP 24 2013

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Production :

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ADVENTURE TIME



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Sc. **45 CONT**

Pnl. K

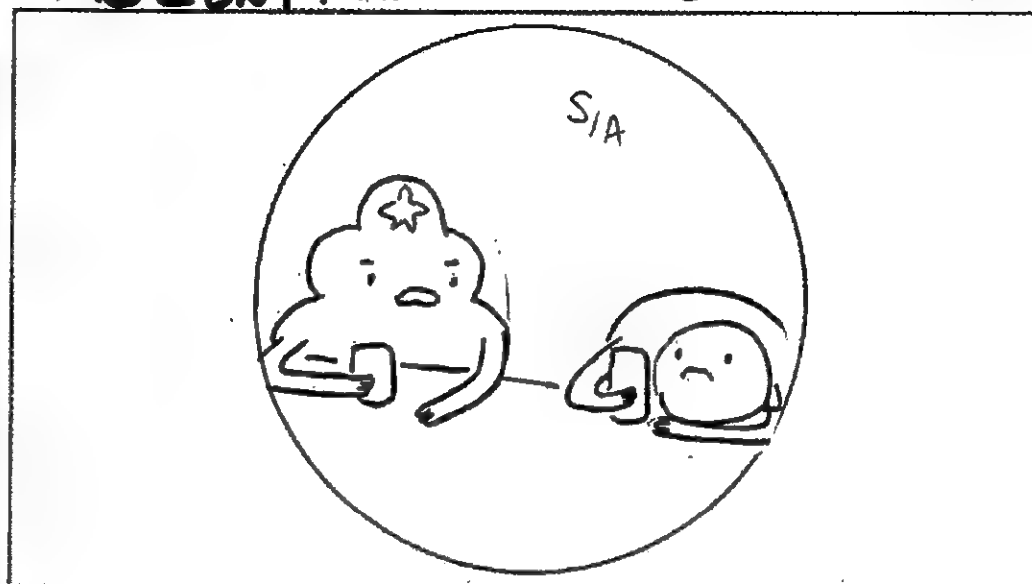
Bg.

day night

Sc. **45 CONT.** Pnl. L

Bg.

day night



Dialog:

J/ we used to --

LSP/ EVERYONE KNOWS ME.
I'M LUMPY SPACE PRINCESS

Action:

(LSP interrupts him)

Timing:

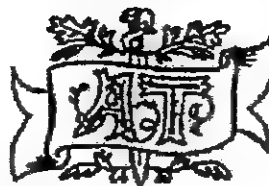
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ADVENTURE TIME



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Sc. A5 CONT

Pnl. M

Bg.

day night

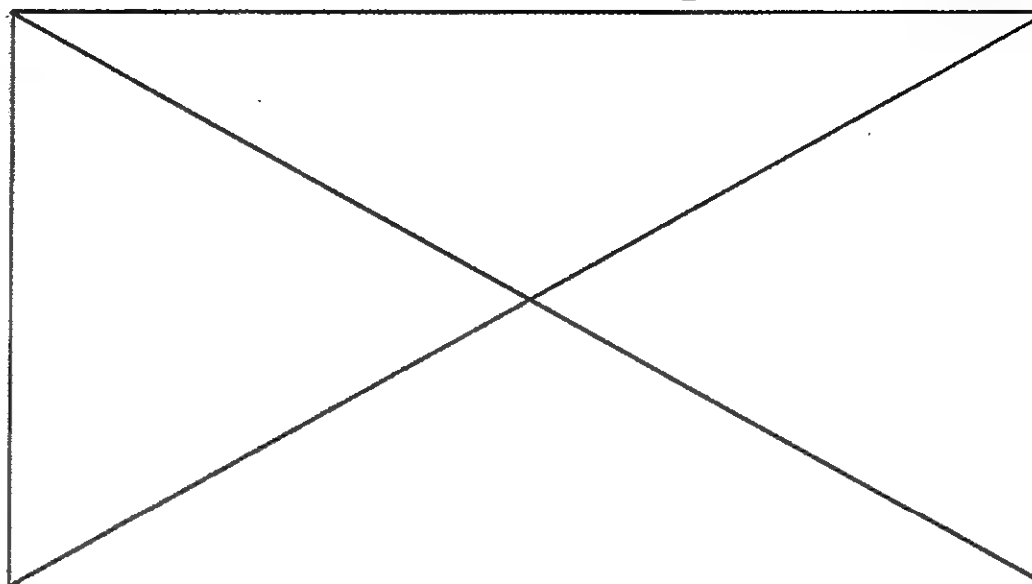
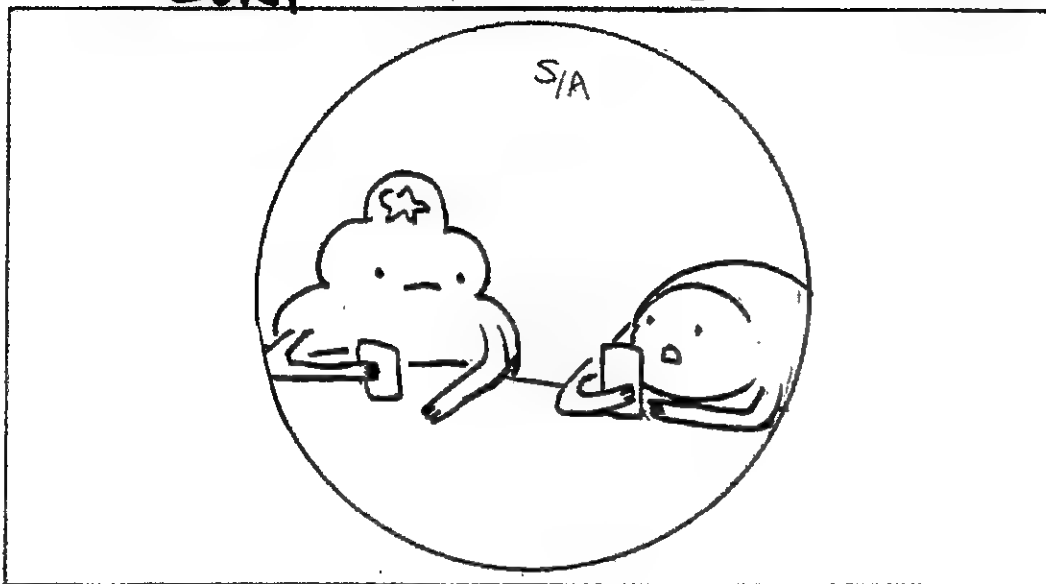
Sc.

Handwritten: HU CUT

Pnl.

Bg.

day night



Dialog:

J/ NO, FROM HIGH SCHOOL.

Action:

Timing:

EPISODE #

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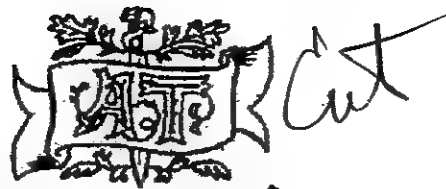
Production :

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1014/160

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ADVENTURE TIME

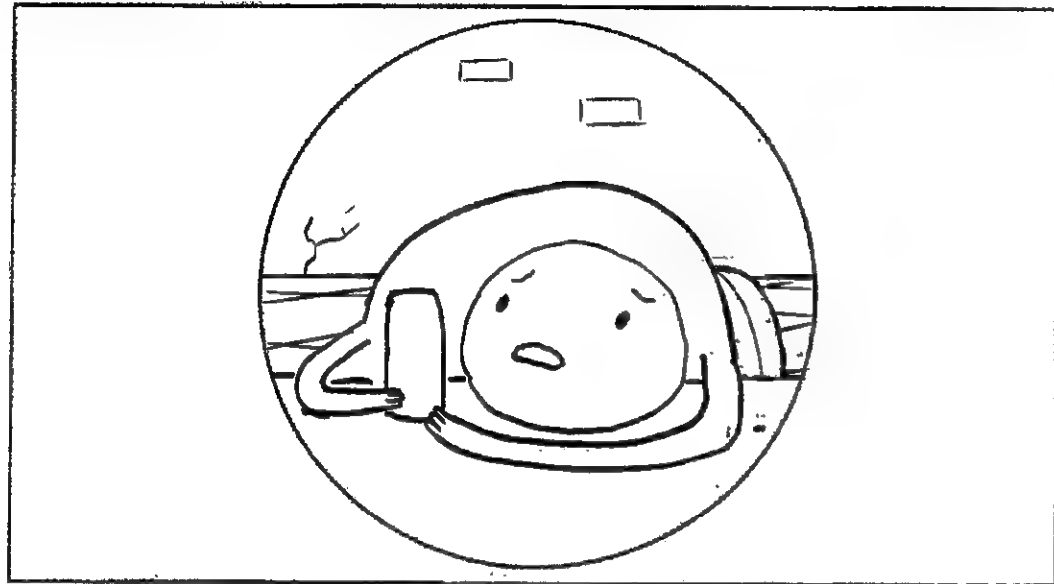
Hu
Cut

Sc. 46

Pnl. A

Bg.

day night



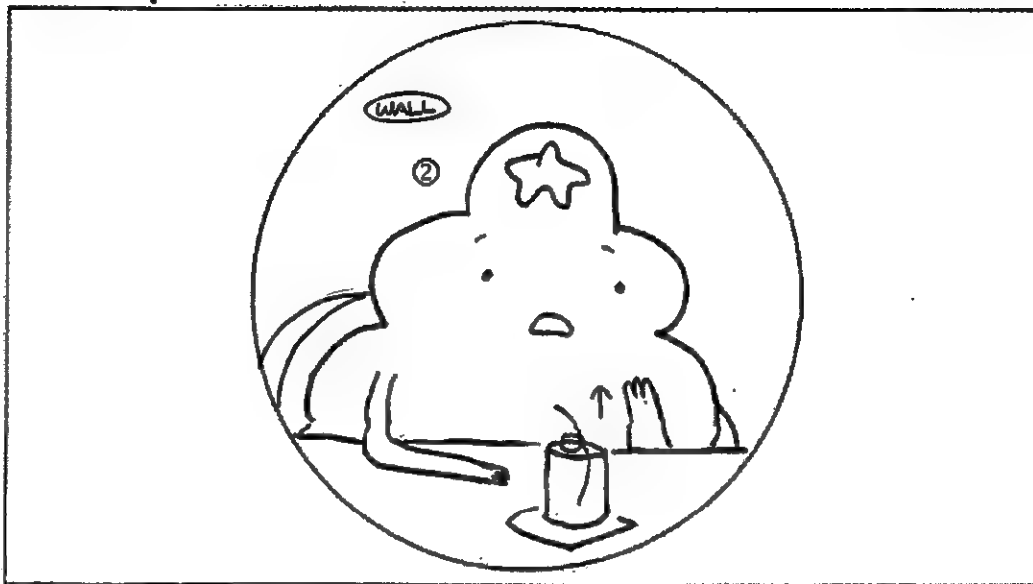
Sc. 47

Pnl. A

Bg.

day night

Page 58



Hu
Cut

1014-160

EPISODE #

Dialog:

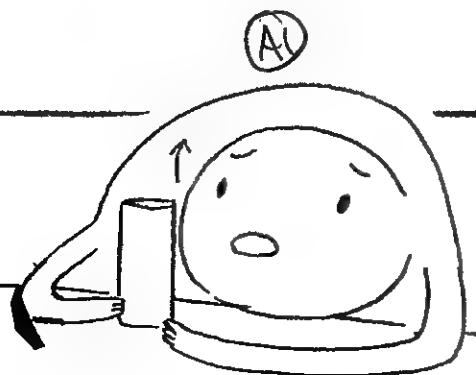
J/ WE WERE LAB PARTNERS.
I'm JOHNNIE.

LSP/ "UGLY JOHNNIE"?

Action:

(LSP touches her left hand to
her face as she remembers)

Timing:



Production :

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1014/160

MS
CUT

ADVENTURE TIME



Page 59

Sc. 48

Pl. A

Bg.

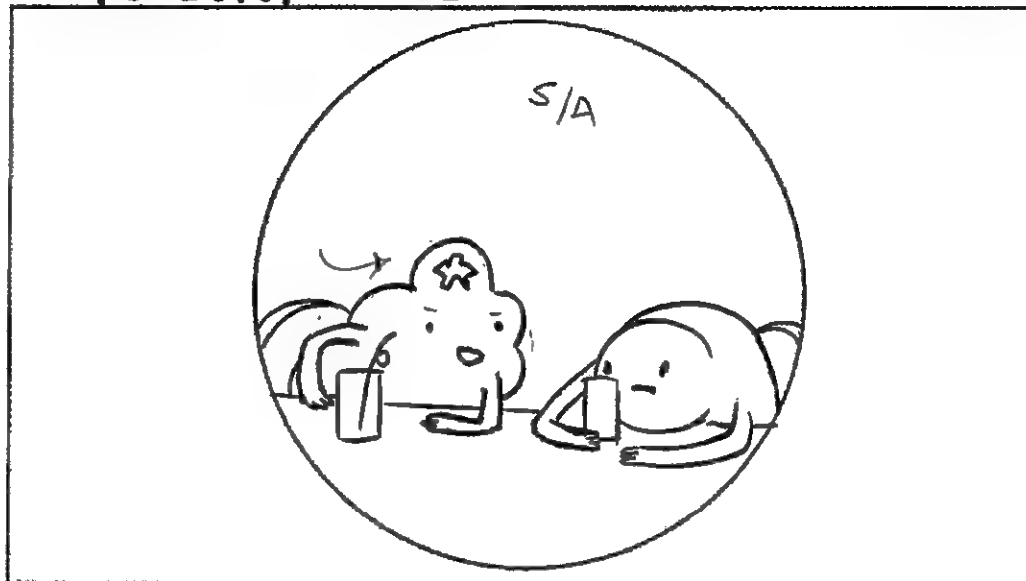
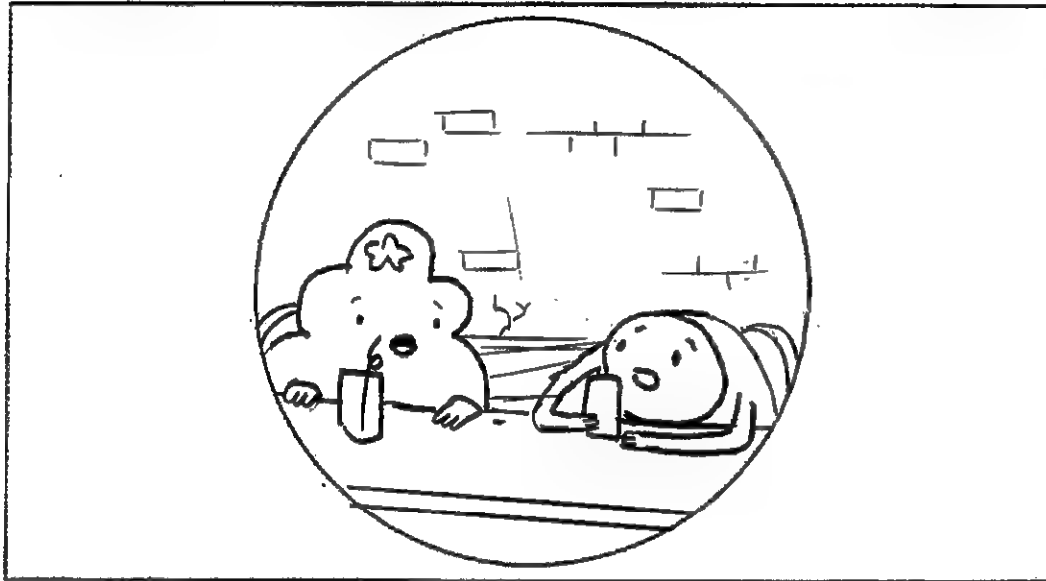
day night

Sc. 48 CONT

Pl. B

Bg.

day night



Dialog:

JOHNNIE / Y-yeah,
YOU USED TO CALL ME THAT
QUITE A BIT

LSP / YEAHHH, BUT I CAN'T
CALL YOU THAT ANYMORE.

Action:

(LSP leans into Johnnie)

Timing:

EPISODE# 1014-160

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Page **60**

Sc. **48 CONT** Pnl. **C**

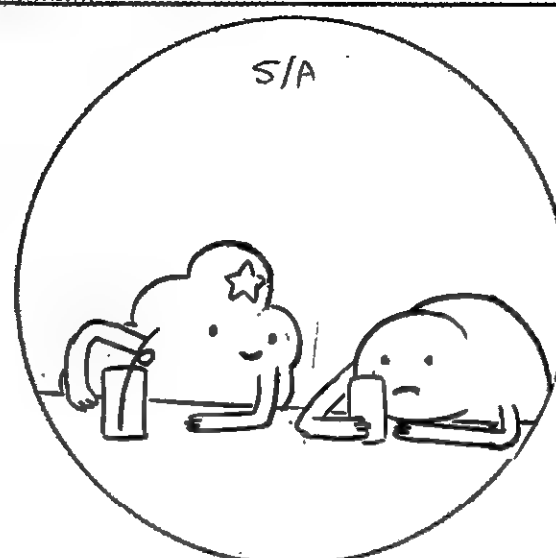
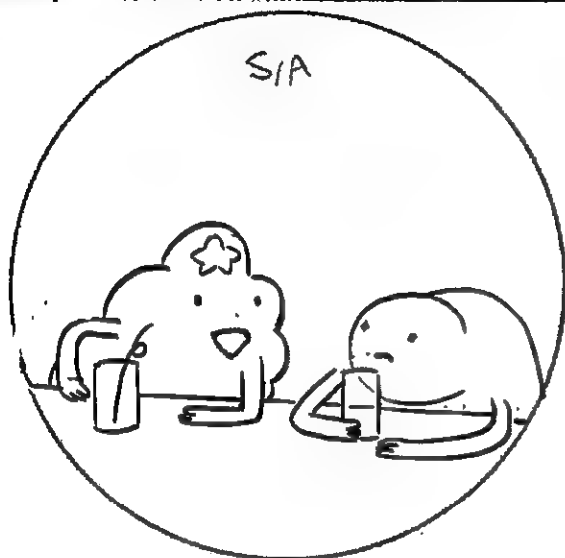
Bg.

day night

Sc. **48 CONT** Pnl. **D**

Bg.

day night



Dialog:

LSP/ COME ON, SIT UP
STRAIGHT, LEMME SEE
THEM EYES.

J/ mmm...

Action:

(Johnnie thinks about it)

Timing:

EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

1014/160

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ADVENTURE TIME



Page 61

Sc. 48 CONT Pnl. E

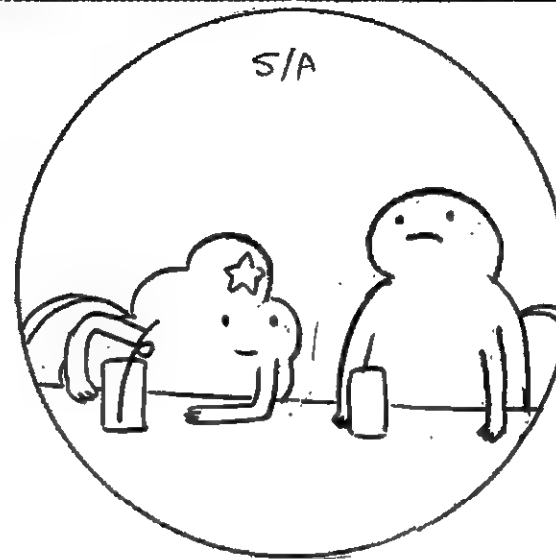
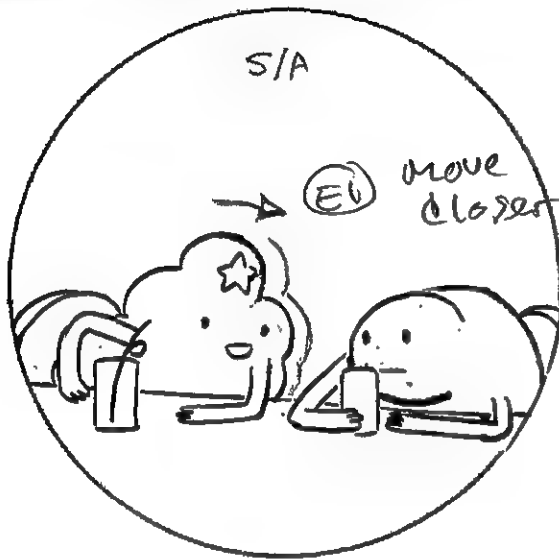
Bg.

day night

Sc. 48 CONT Pnl. F

Bg.

day night



Dialog:

LSP / DO HHTT...

Action:

(Johnnie sits up straight)

Timing:

EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

1014/160

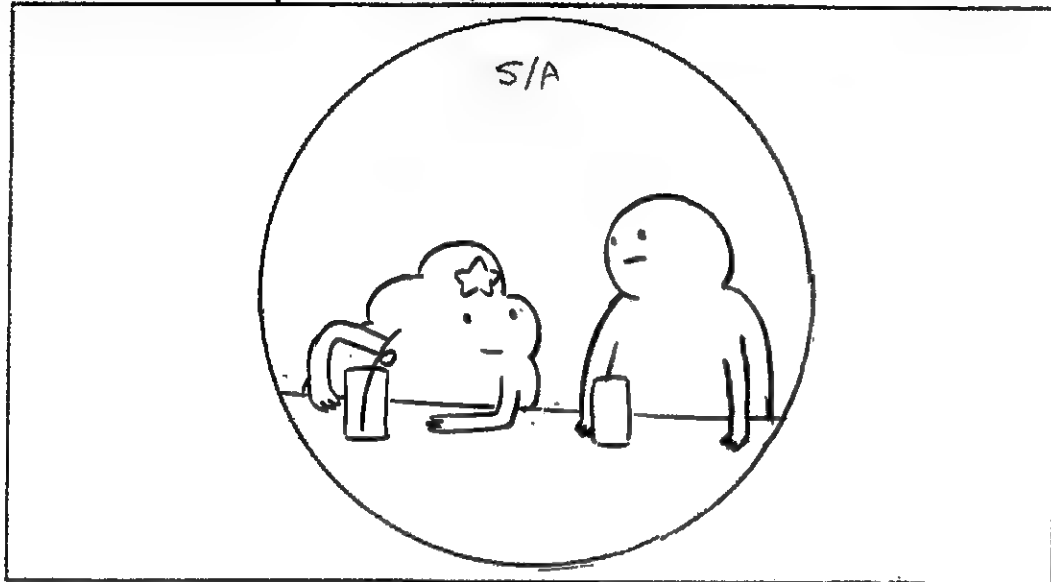
ADVENTURE TIME



Sc. **48 CONT** Pnl. **G**

Bg.

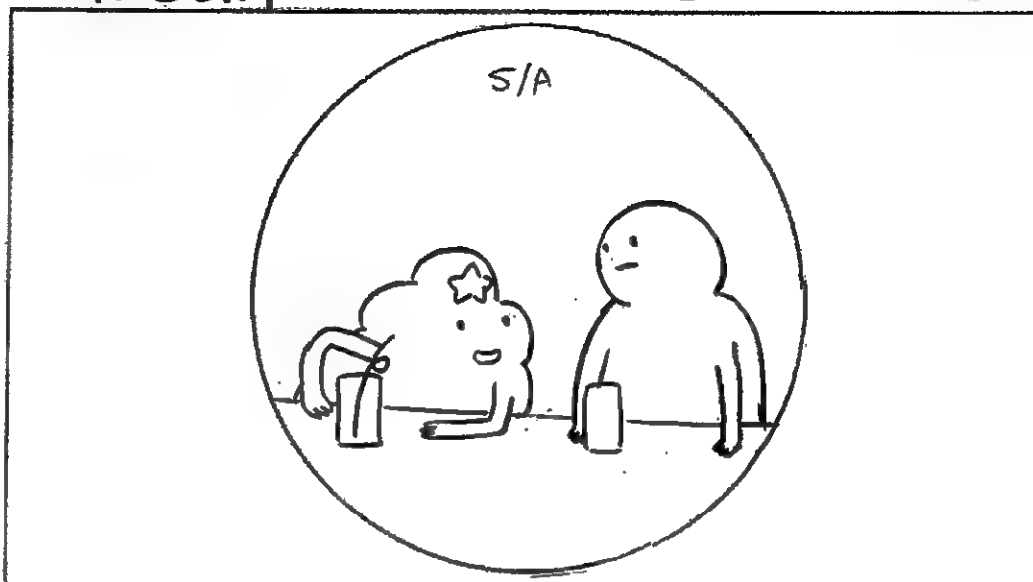
day night



Sc. **48 CONT** Pnl. **H**

Bg.

day night



Page **62**

Handwritten initials

1014-160

EPISODE #

Production :

Dialog:

LSP / NOPE .

Action:

(Johnnie turns his head
to LSP and looks her in the eye)

Timing:

SEP 24 2013

1014/160

1014/160

no cut

ADVENTURE TIME



Page **63**

Sc. **49**

Pnl. **A**

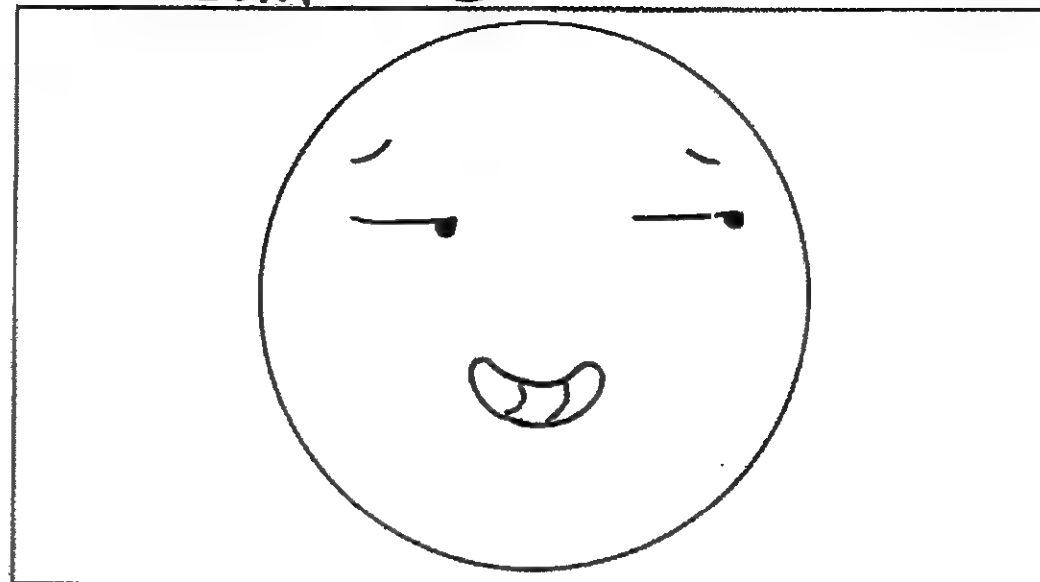
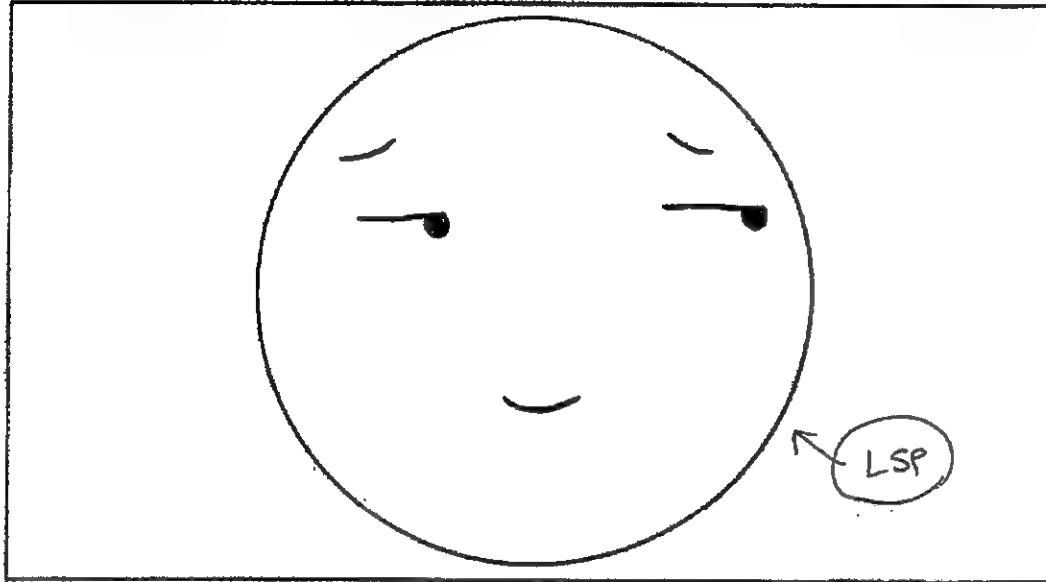
Bg.

day night

Sc. **49 CONT** Pnl. **B**

Bg.

day night



Dialog:

LSP / CAN'T CALL YOU
THAT ANYMORE.

Action:

Timing:

EPISODE # **1014-160**

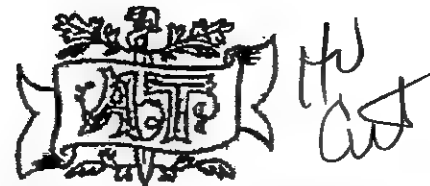
Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME

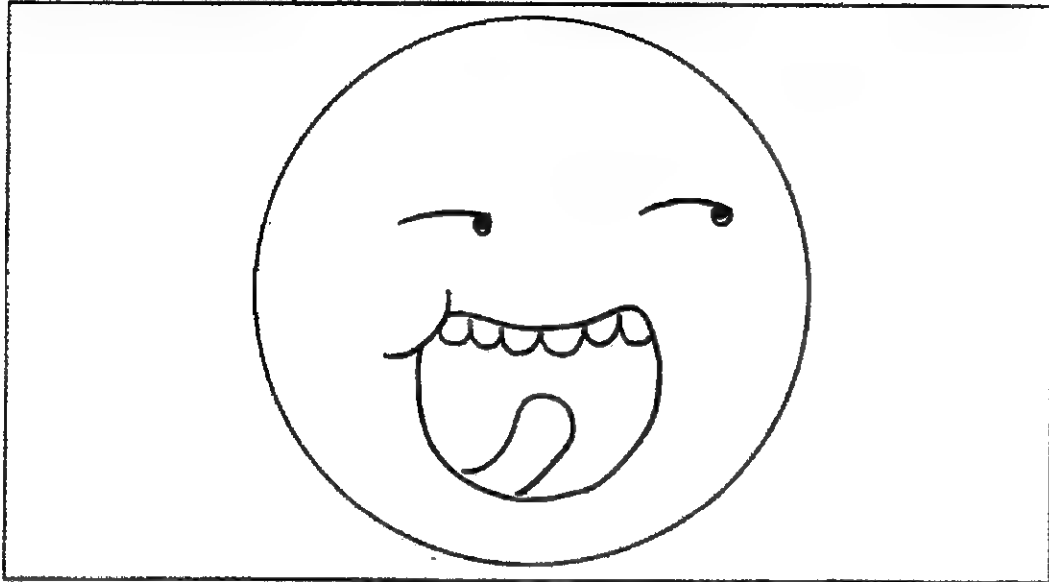


Page 64

Sc. 49 CONT. Pnl. C

Bg.

day night

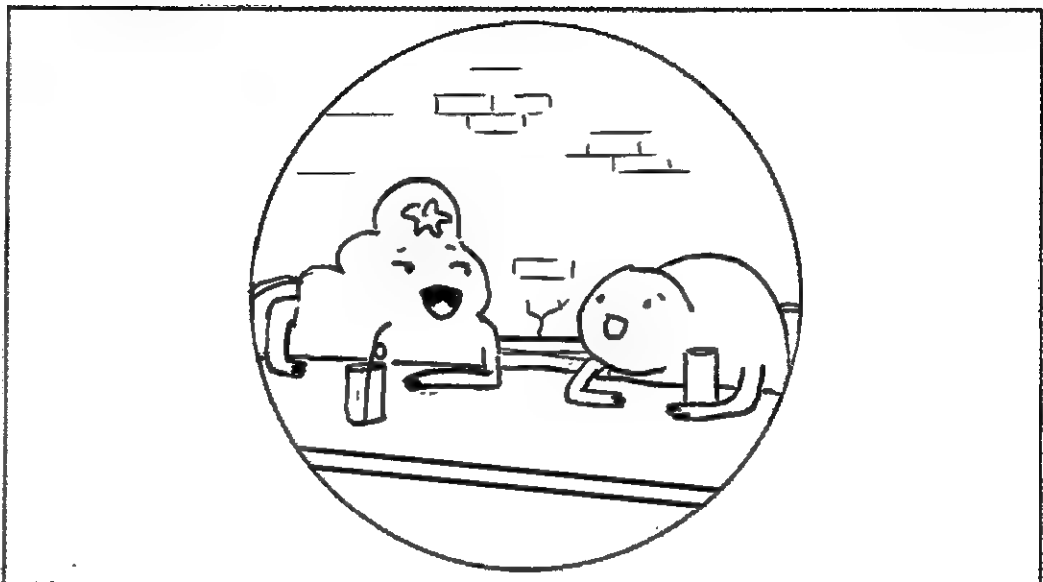


Sc. 50

Pnl. A

Bg.

day night



Dialog:

LSP / HAHahaha

LSP / HAHahaha

Action:

Timing:

EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

1014/160

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ADVENTURE TIME



Page **65**

Sc. **50 CONT** Pnl. **B**

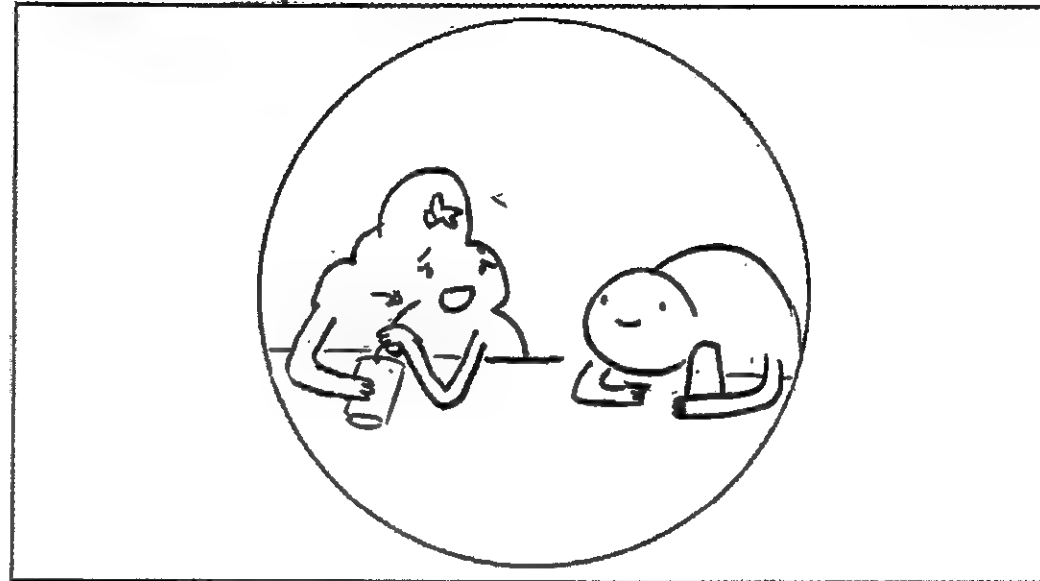
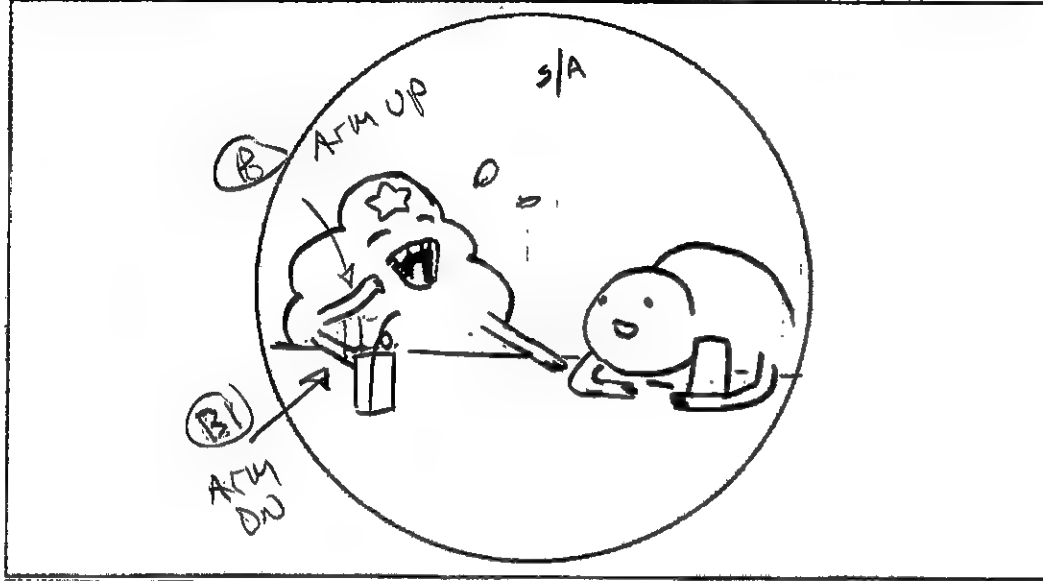
Bg.

day night

Sc. **50 CONT** Pnl. **C**

Bg.

day night



Dialog:

LSP / AHHAHAHA!

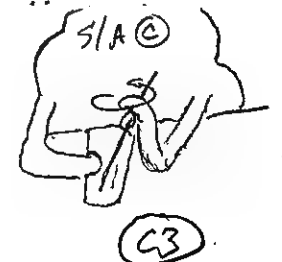
LSP / SO, WHAT BRINGS YOU
TO THE CANDY KINGDOM, JOHNNIE?

Action:

(LSP banging her
Fist on the table)

(LSP plays with her drink)

Timing:



SEP 24 2013

stir straw
caw

1014/160

EPISODE # 1014-160

1014/160

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ADVENTURE TIME



Page **66**

Sc. **50 CONT** Pnl. **D**

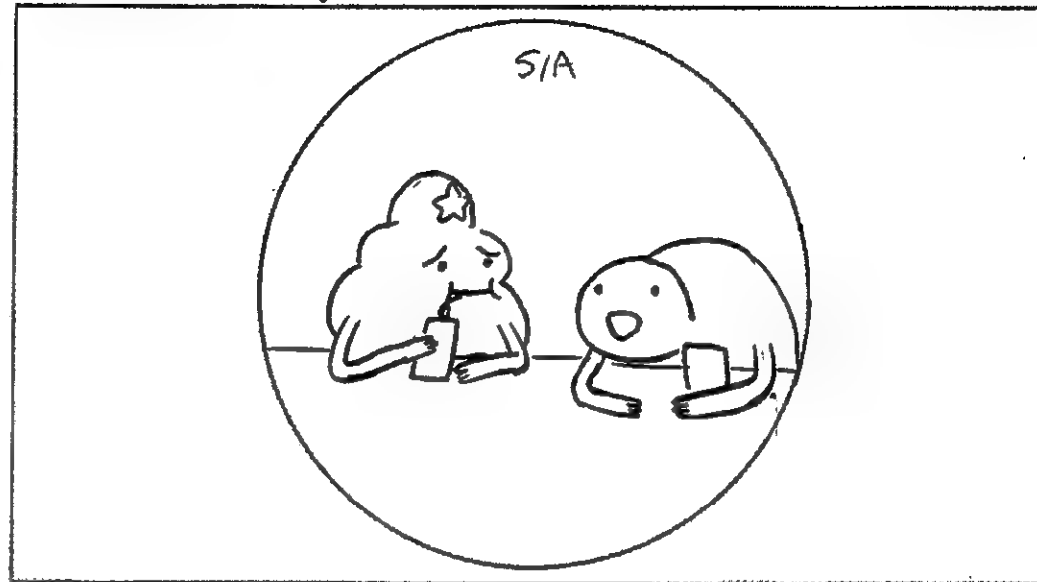
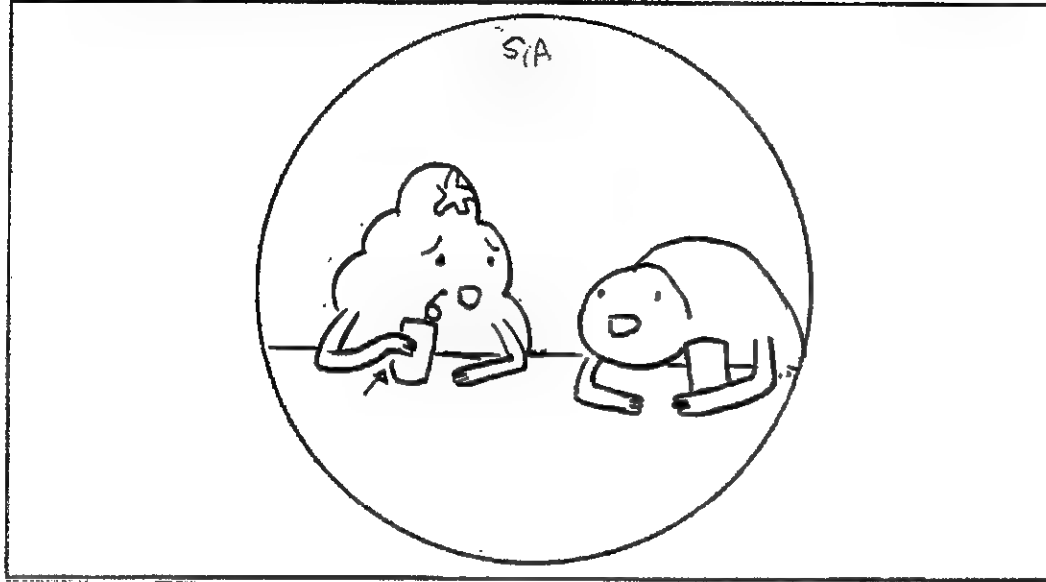
Bg.

day night

Sc. **50 CONT** Pnl. **E**

Bg.

day night



Dialog:

J/ BUSINESS, ACTUALLY

J/ I OWN MY OWN COMPANY,
BOTTLING AND DISTRIBUTING
LUMPY GAS

Action:

LSP/ (ssssip)



Timing:

EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

ADVENTURE TIME



Sc. **50 CONT** Pnl. **F**

Bg.

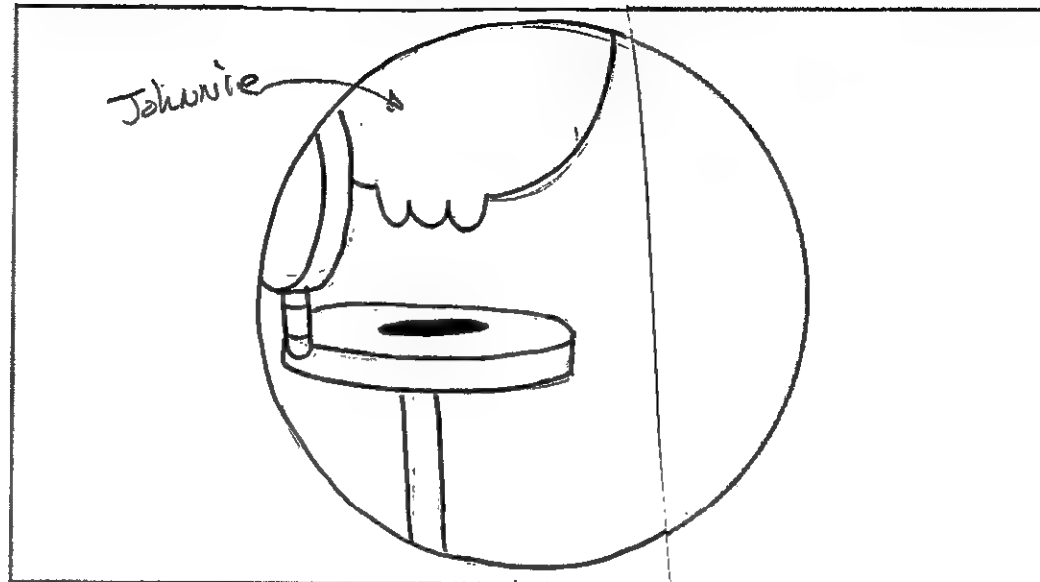
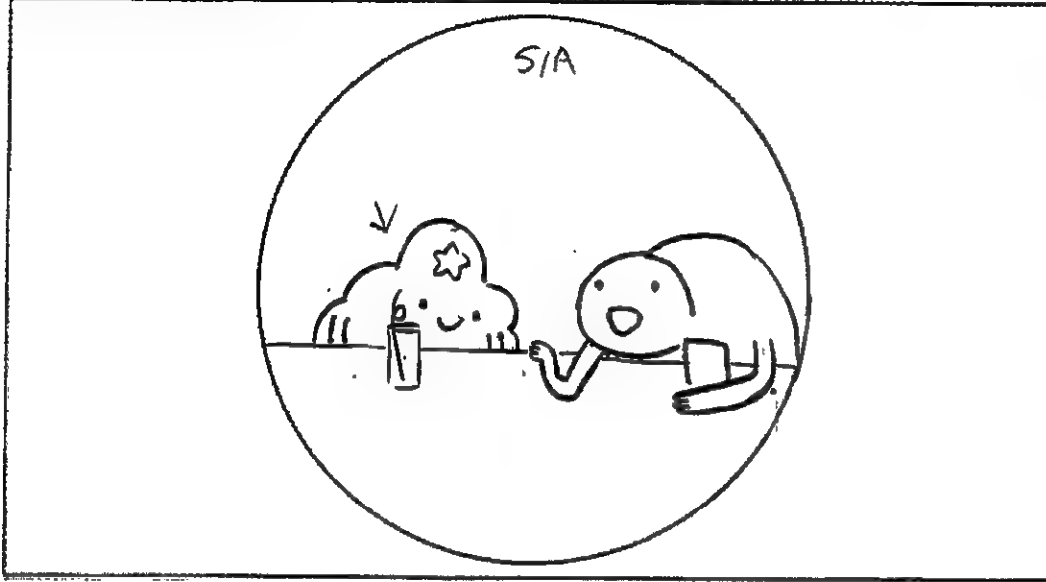
day night

Sc. **51**

Pnl. **A**

Bg.

Page **67**
day night



Dialog:

LSP / mm - Hmm

J / AND I'm UP FOR A

(F1)



(LSP reaches down
to grab her stool)

SEP 24 2013

EPISODE # **1014-160**

Production :

1014/160

1014/160

ADVENTURE TIME

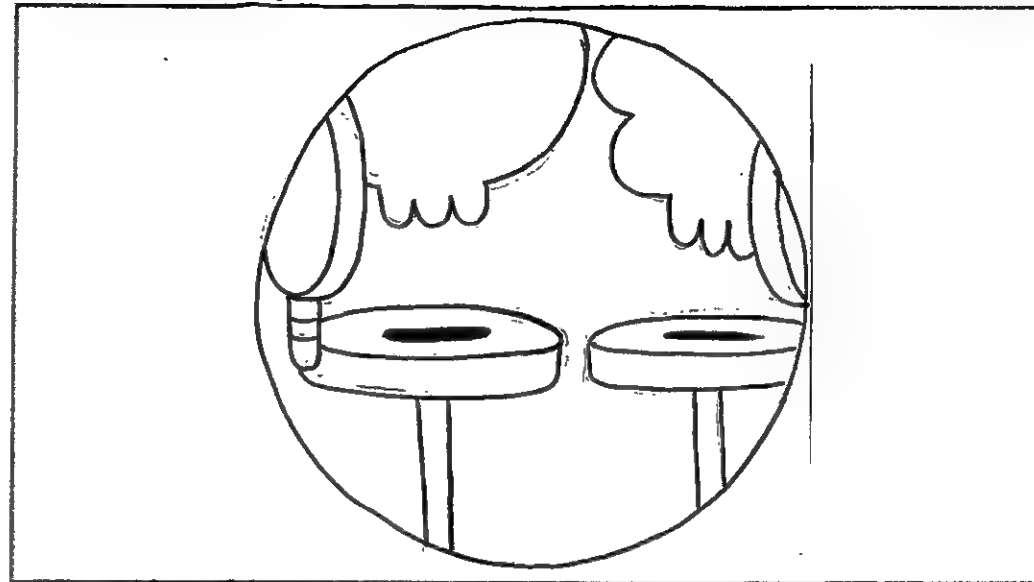
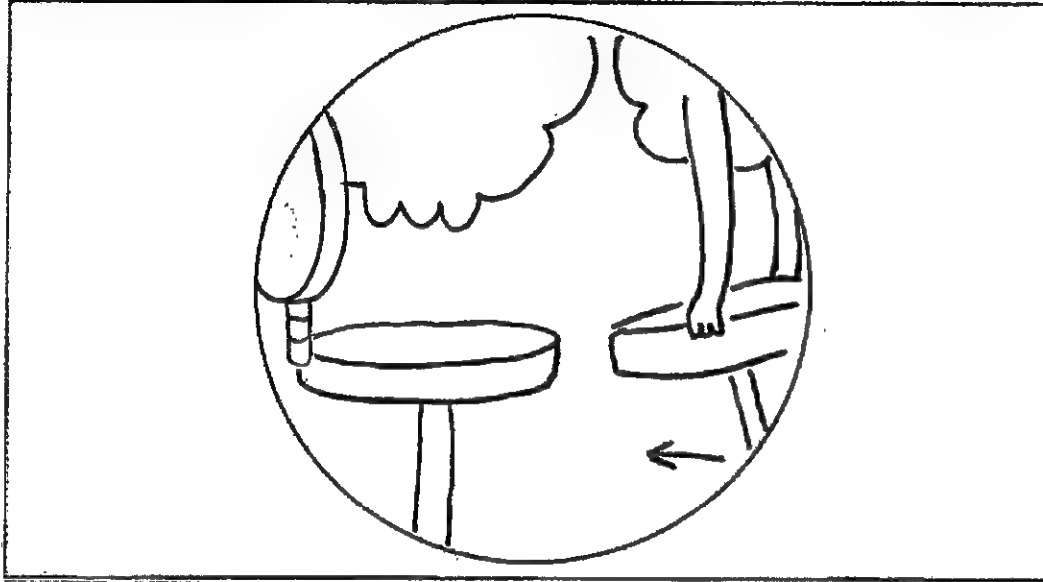


Sc. **51 CONT** Pnl. **B** Bg.

day night

Sc. **51 CONT** Pnl. **C** Bg.

Page **68**
~~68A-NEXT~~
 day night



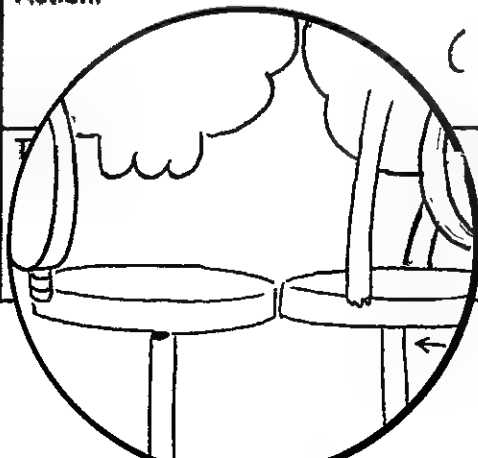
Dialog:

J / BIG CONTRACT ...

J / .. (OS) HERE IN THE KINGDOM..

Action:

(LSP Moves her stool closer to Johnnie's)



SEP 24 2013

Production :

EPISODE #

1014-160

Cont

1014/160

1014/160

ADVENTURE TIME



Sc. 51A

Pnl. A

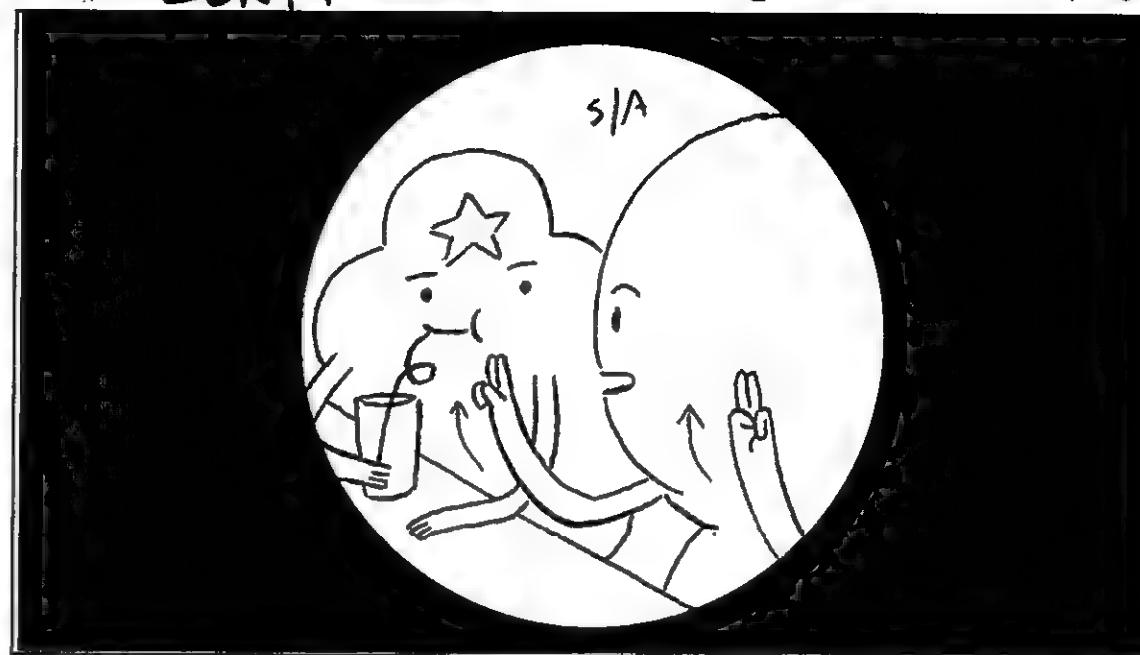
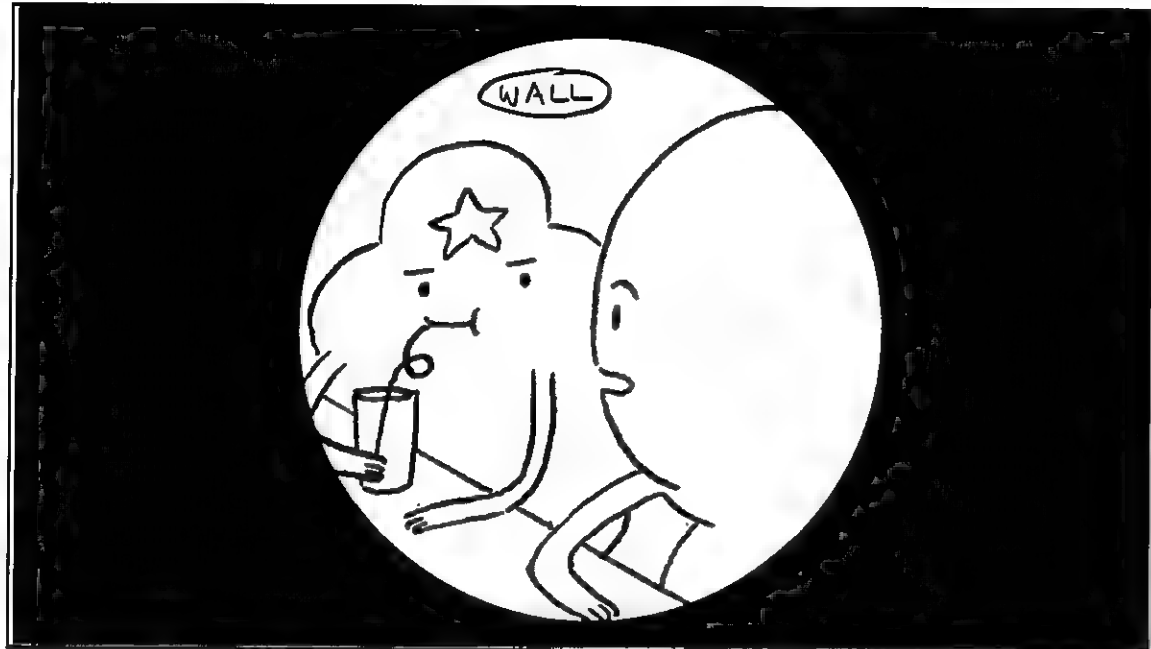
Bg.

day night

Sc. 51A *CONT.* Pnl. B

Bg.

Page 68A
68B-NEXT
day night



Dialog:

J: Which could really

J: Help my business

Action:

(A)

Sucks
on
straw.

Timing:

SEP 24 2013

EPISODE # 1014-160

Production :

1014/160

ADVENTURE TIME



Page 68B

68C. NEXT
day night

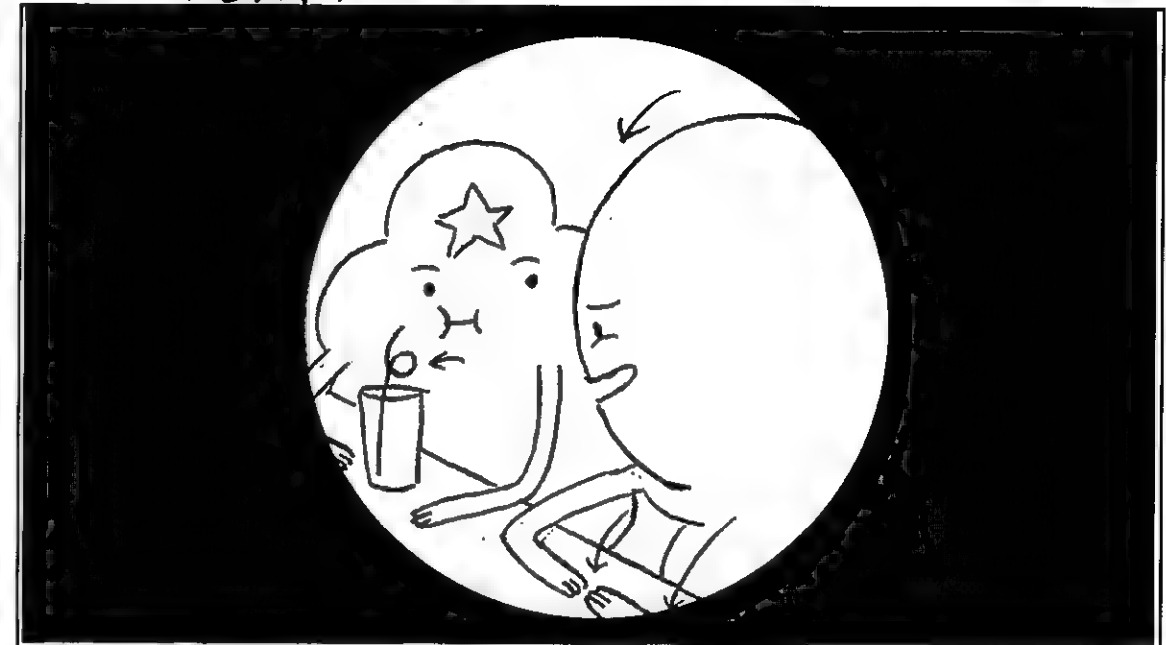
Sc. 51A **CONT** Pnl. C

Bg.

day night

Sc. 51A **CONT.** Pnl. D

Bg.



Dialog:

J: "Take off"...

J: so to speak

Action:

Johnnie makes air quotes motion

Timing:

SEP 24 2013

EPISODE # 1014-160

Production :

1014/160

HW
Curt

ADVENTURE TIME



Page 68C

69-NEXT
day night

HW
Curt

Sc. 51B

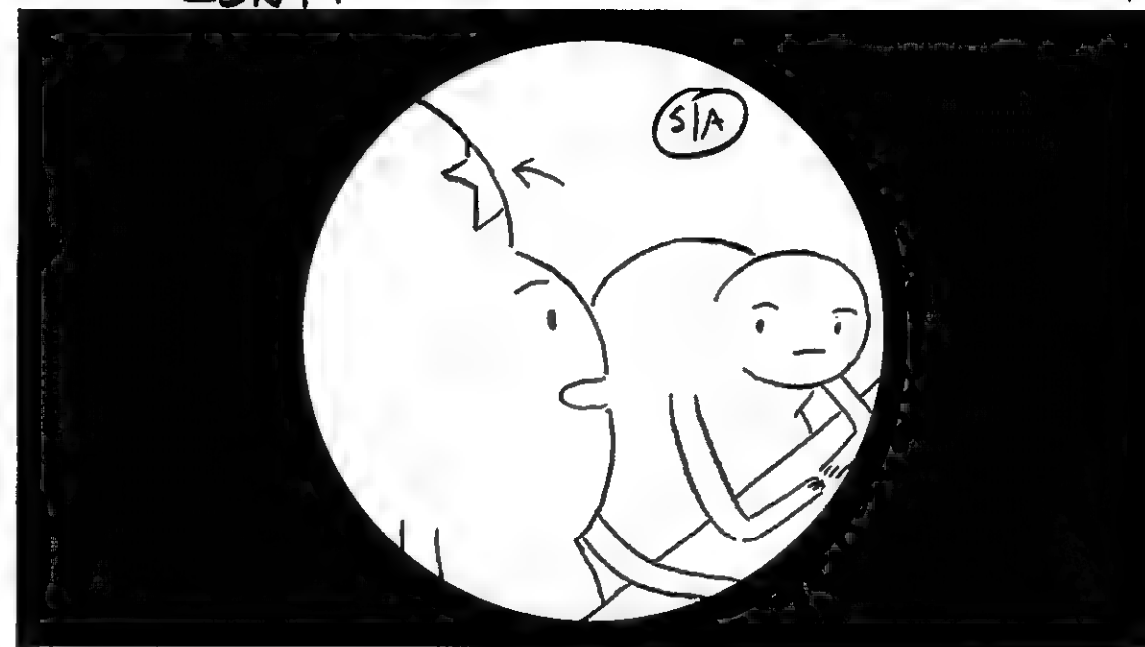
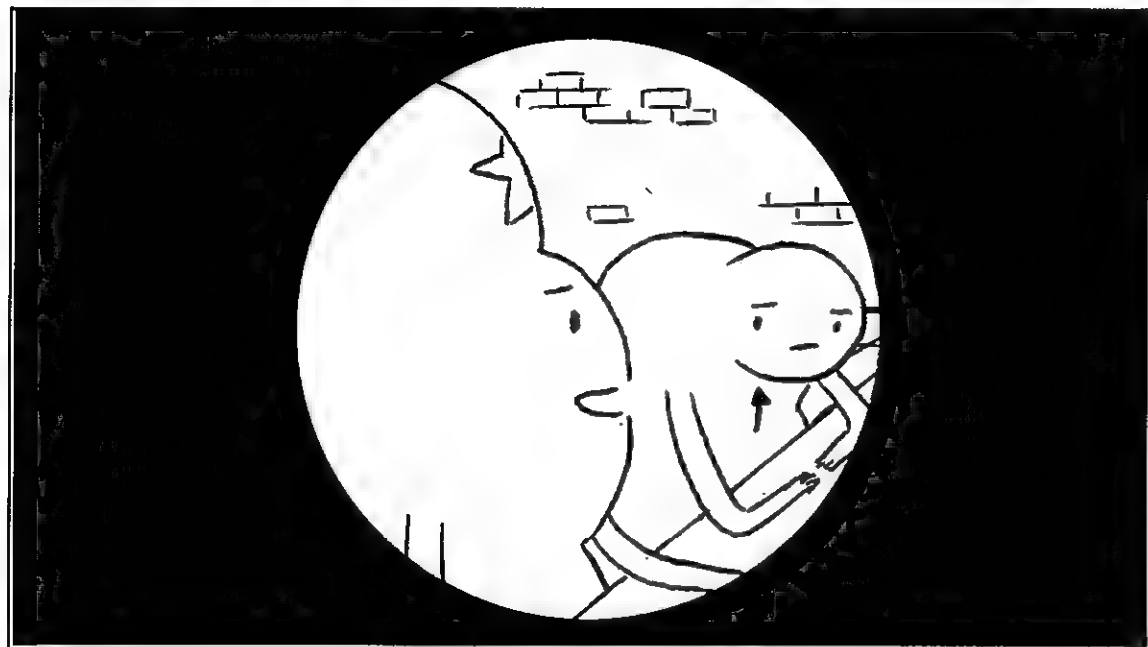
Pnl. A

Bg.

day night

Sc. 51B CONT. Pnl. B

Bg.



Dialog:

LSP: That's so cool...

Action:

Timing:



LSP: You're like your own boss or whatever

SEP 24 2013

EPISODE # 1014-160

Production :

1014/160

Hu
cut

ADVENTURE TIME



Page **69**

Sc. **52**

Pnl. **A**

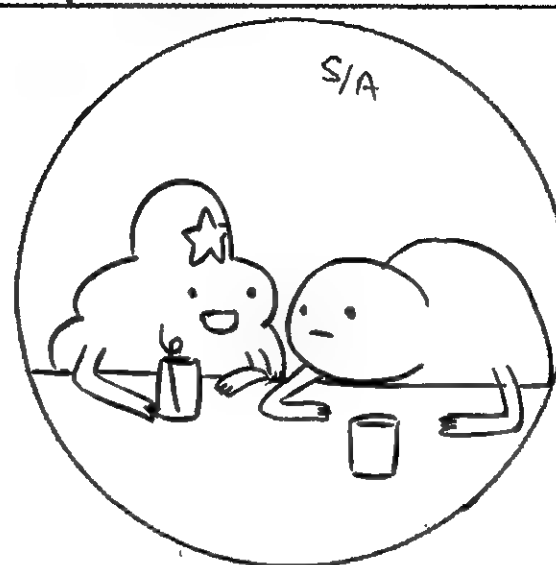
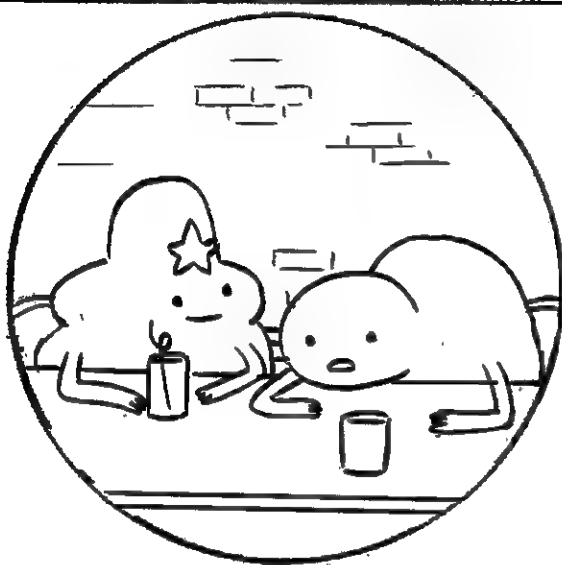
Bg.

day night

Sc. **52 CONT** Pnl. **B**

Bg.

day night



Dialog:

Well,
J / TO BE HONEST, I'M
A LITTLE NERVOUS ABOUT THIS
MEETING TOMORROW

LSP / WHY JOHNNIE ?

Action:

Timing:



EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Page **70**

Sc. **52 CONT** Pnl. **C**

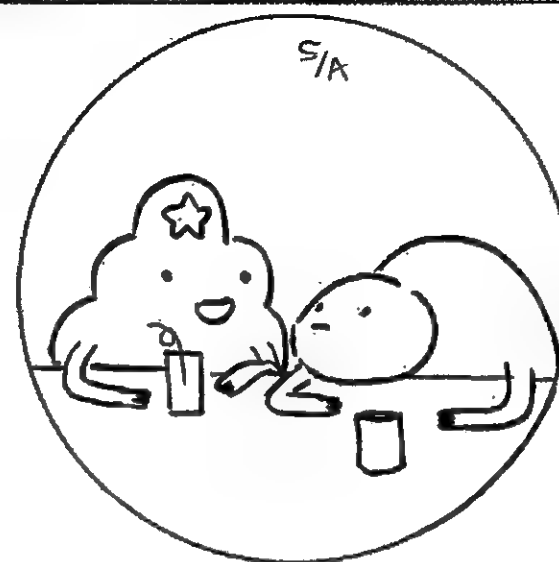
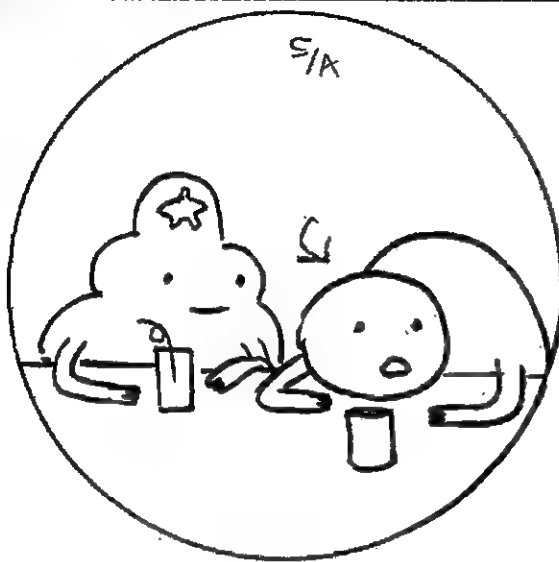
Bg.

day night

Sc. **52 CONT** Pnl. **D**

Bg.

day night



Dialog:

J / I'M BAD AT TALKING
TO PEOPLE

1. LSP / THAT'S BECAUSE YOU
HAVE POOR POSTURE.

2. J / REALLY ?



Action:

(D)

Timing:

EPISODE #

Production :

1014-160

SEP 24 2013

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1014/160

ADVENTURE TIME



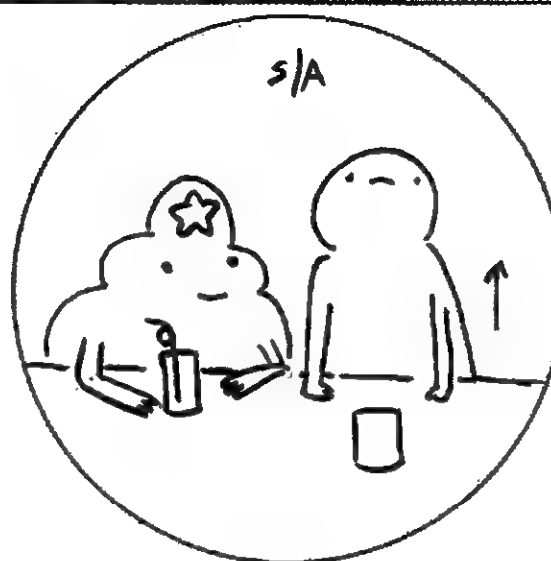
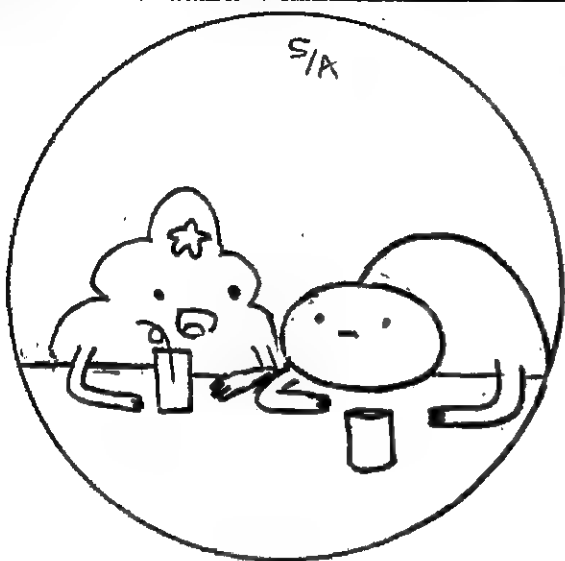
Page 71

Sc. 52 CONT Pnl. E Bg.

day night

Sc. 52 CONT Pnl. F Bg.

day night



Dialog:

LSP / YOU GOTTA STOP SLOUCHING
AND LOOK PEOPLE IN THE EYE

Action:

(Johnnie straightens up)

Timing:

EPISODE# 1014-160

Production:

SEP 24 2013

1014/160

10147160

ADVENTURE TIME



Page 72

Sc. 52 CONT Pnl. G

Bg.

day night

Sc. 52 CONT Pnl. H

Bg.

day night



Dialog:

LSP / NOW LOOK ME
IN THE EYE

Action:

(Johnnie looks her
in the eye)

Timing:

EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME

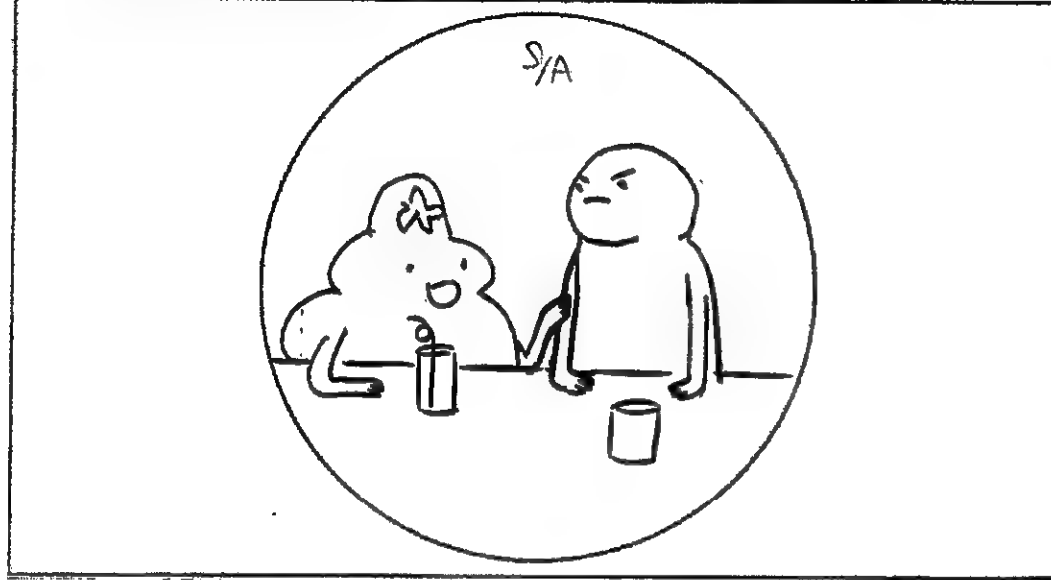


Page **73**

Sc. **52 CONT** Pnl. **I**

Bg.

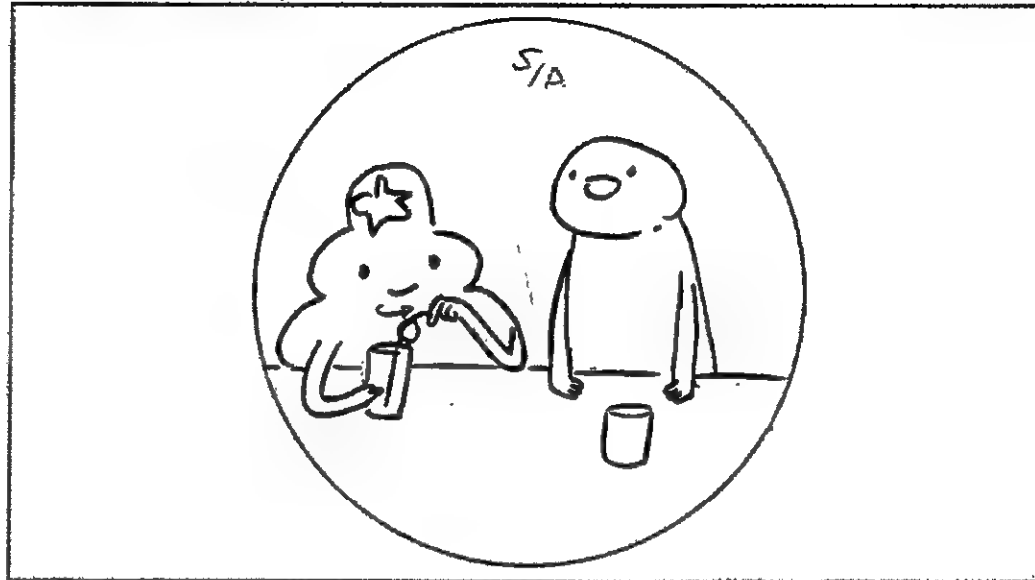
day night



Sc. **52 CONT** Pnl. **J**

Bg.

day night



Dialog:

LSP / YEAH, STAY LIKE THAT.

J / BOY, LSP, YOU SURE ARE
MAKING ME FEEL GOOD ABOUT

Action:

MYSELF!

Timing:



EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

1014/160

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ADVENTURE TIME



Page 74

Sc. 52-CONT Pnl. K

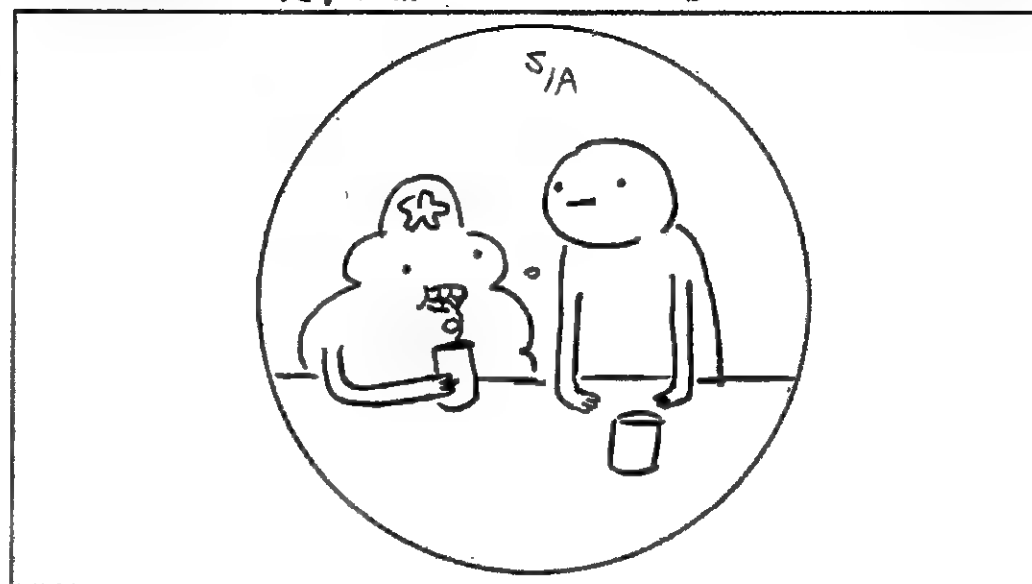
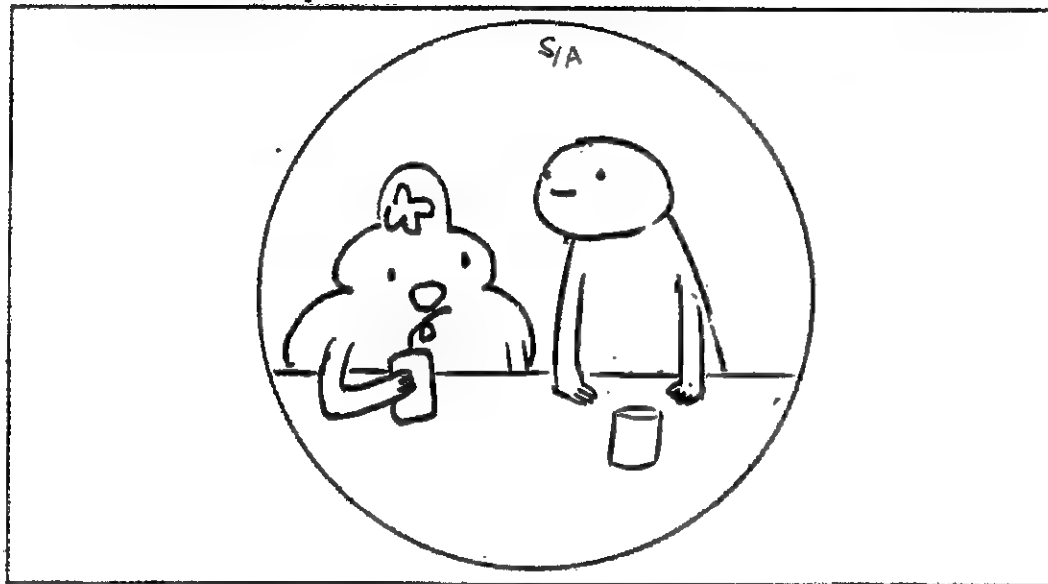
Bg.

day night

Sc. 52-CONT Pnl. L

Bg.

day night



Dialog:

LSP/ YOU FEELING GOOD
MAKES ME FEEL GOOD, JOHNNIE

(STRAW IN MOUTH)
LSP/ SO, WHERE ARE YOU
STAYING WHILE YOU'RE
IN TOWN?

Action:

(LSP says her line while she
has her drink straw in her mouth)

Timing:



-LSP bites down on straw

EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Page 75

Sc. 52 CONT Pnl. M

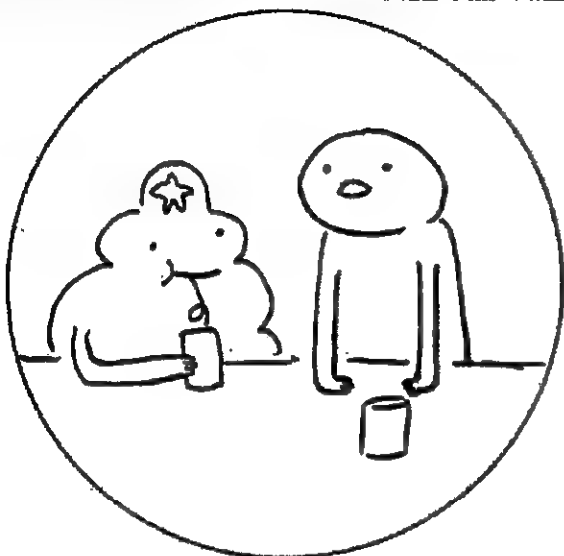
Bg.

day night

Sc. 52 CONT Pnl. N

Bg.

day night



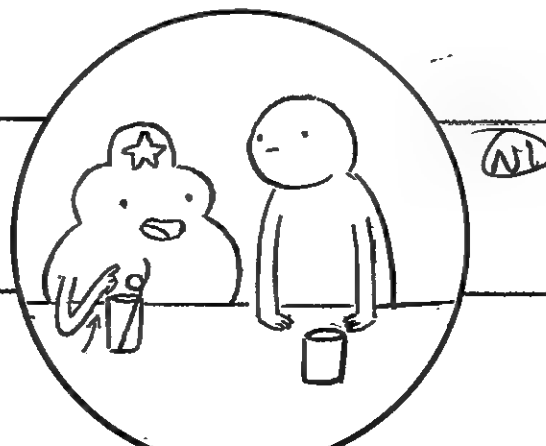
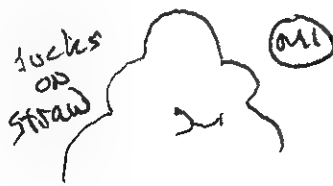
Dialog:

J / I'M SUBLETTING A
FRIEND'S APARTMENT.

LSP / TALK IS CHEAP, JOHNNIE.
... YOU SHOULD TAKE ME THERE.

Action:

Timing:



EPISODE #

1014-160

Production:

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



*cut w/wipe
w post*

Page **76**

Sc. **52 CONT** Pnl. **①**

Bg.

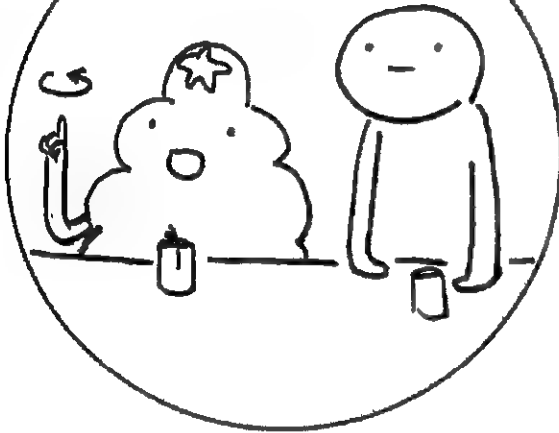
day night

Sc. **52 CONT** Pnl.

Bg.

day night

②



Dialog:

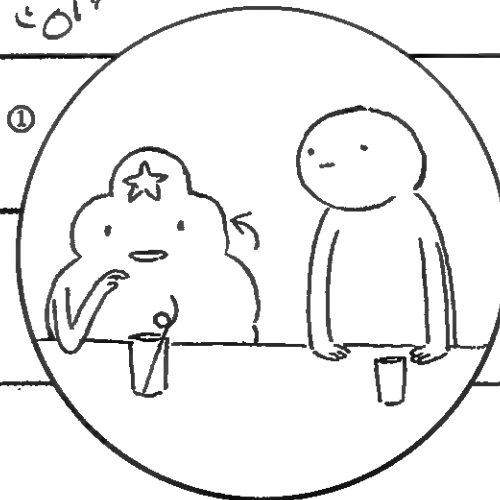
Action:

- (1) LSP turns and (2) motions for the check

Timing:

COI

①



1014-160

EPISODE #

Production :

SEP 24 2013

1014/160

1014/160

cut
w/wipe
post

ADVENTURE TIME



Page 77

Sc. **53**

Pnl. **A**

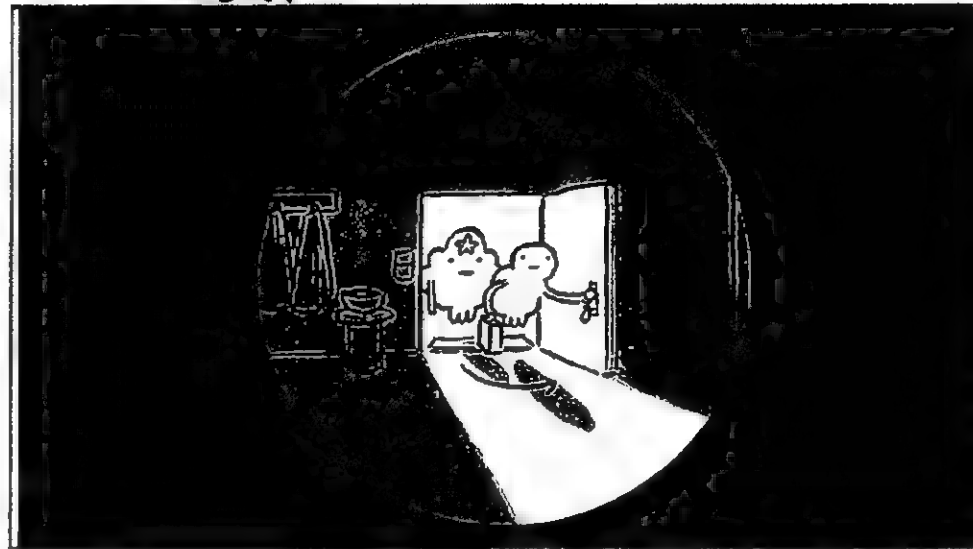
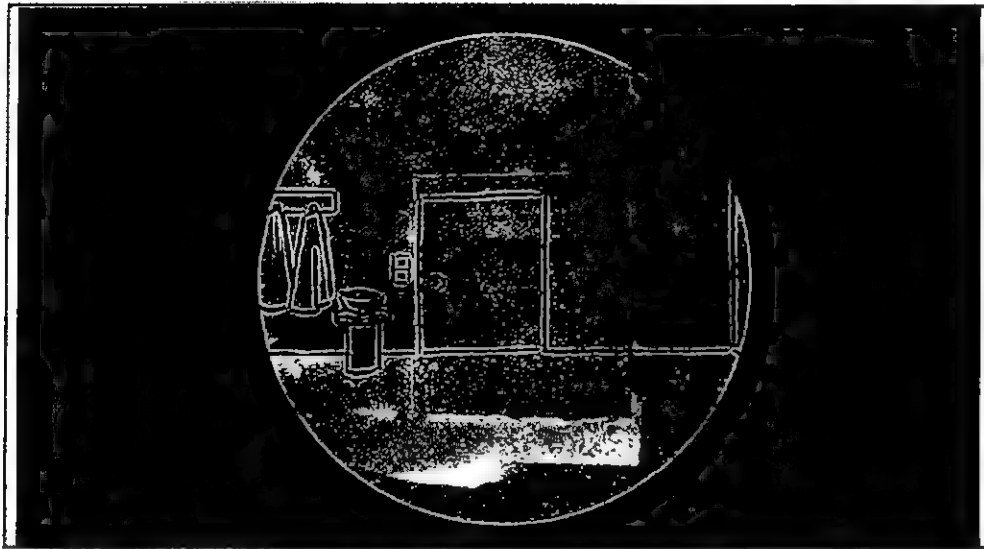
Bg.


day night

Sc. **53 CONT** Pnl. **B**

Bg.

day night



| | | |
|---------|---|------------------|
| Dialog: | <u>SFX: (KEYS)</u> | |
| Action: | (INT. DARK APARTMENT | DOOR SWINGS OPEN |
| Timing: |  | |

EPISODE #
1014-160

Production :

SEP 24 2013

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1014/160

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ADVENTURE TIME



Page **78**

Sc. **53** CONT Pnl. **C**

Bg.

day night



Sc. **53** CONT Pnl. **D**

Bg.

day night



EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

Dialog:

Action:

Johnnie turns on light. As he grabs keys from door

Johnnie puts down briefcase

Timing:

ADVENTURE TIME



Sc. **53** CONT Pnl. **E**

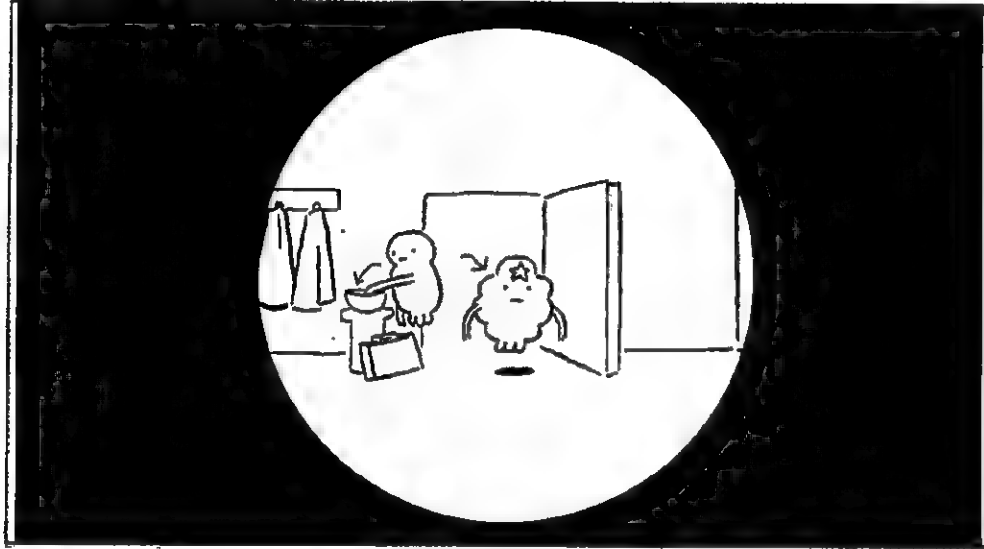
Bg.

day night

Sc. **53** CONT Pnl. **F**

Bg.

Page **79**
79A NEXT
day night



EPISODE # **1014-16U**

Production :

SEP 24 2013

1014/160

Dialog:

Action:

• Johnnie puts keys in little bowl next to door

-Johnnie grabs edge of door

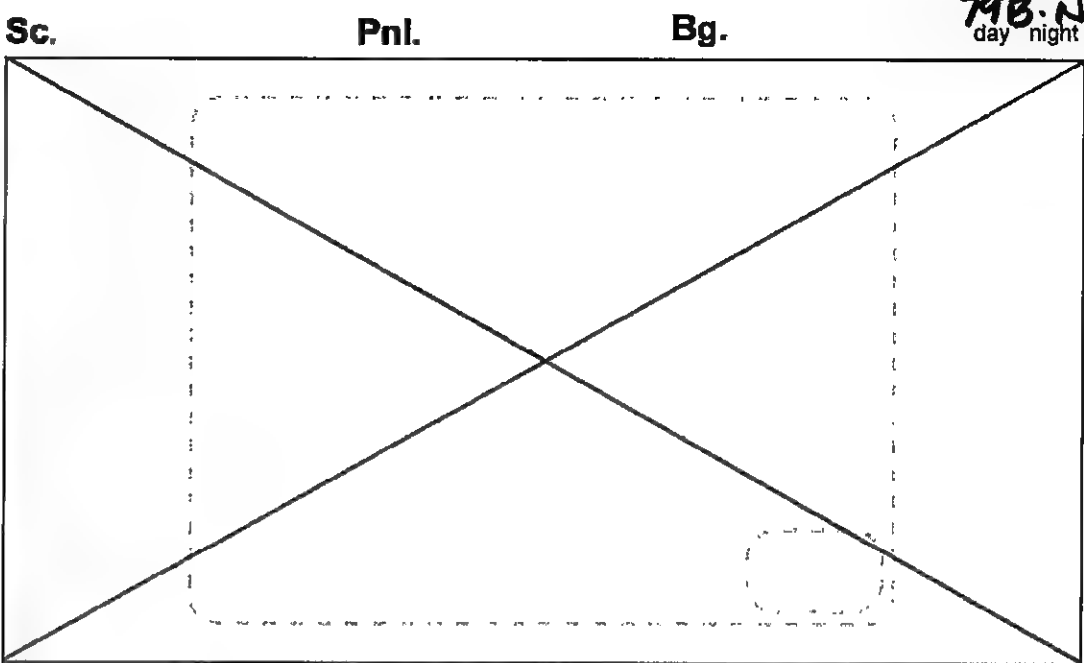
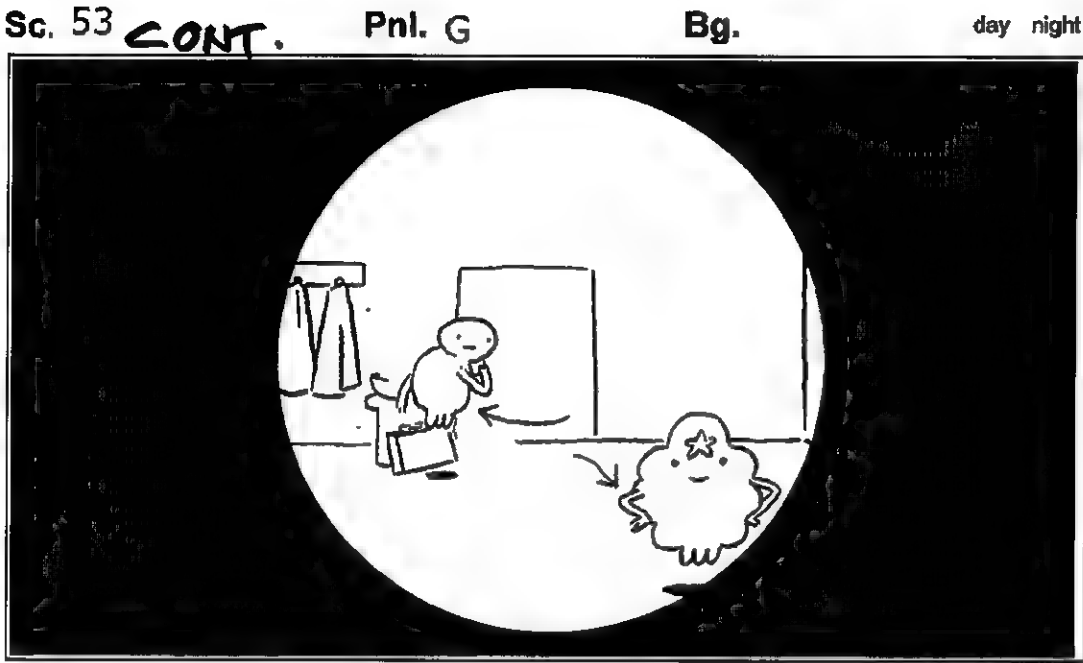
Timing:

LSP enters and floats
into room



1014/160

ADVENTURE TIME



| |
|----------------------------------|
| Dialog: |
| Action: — Johannie shuts door |
| Timing: |

SEP 24 2013

EPISODE # 1014-160

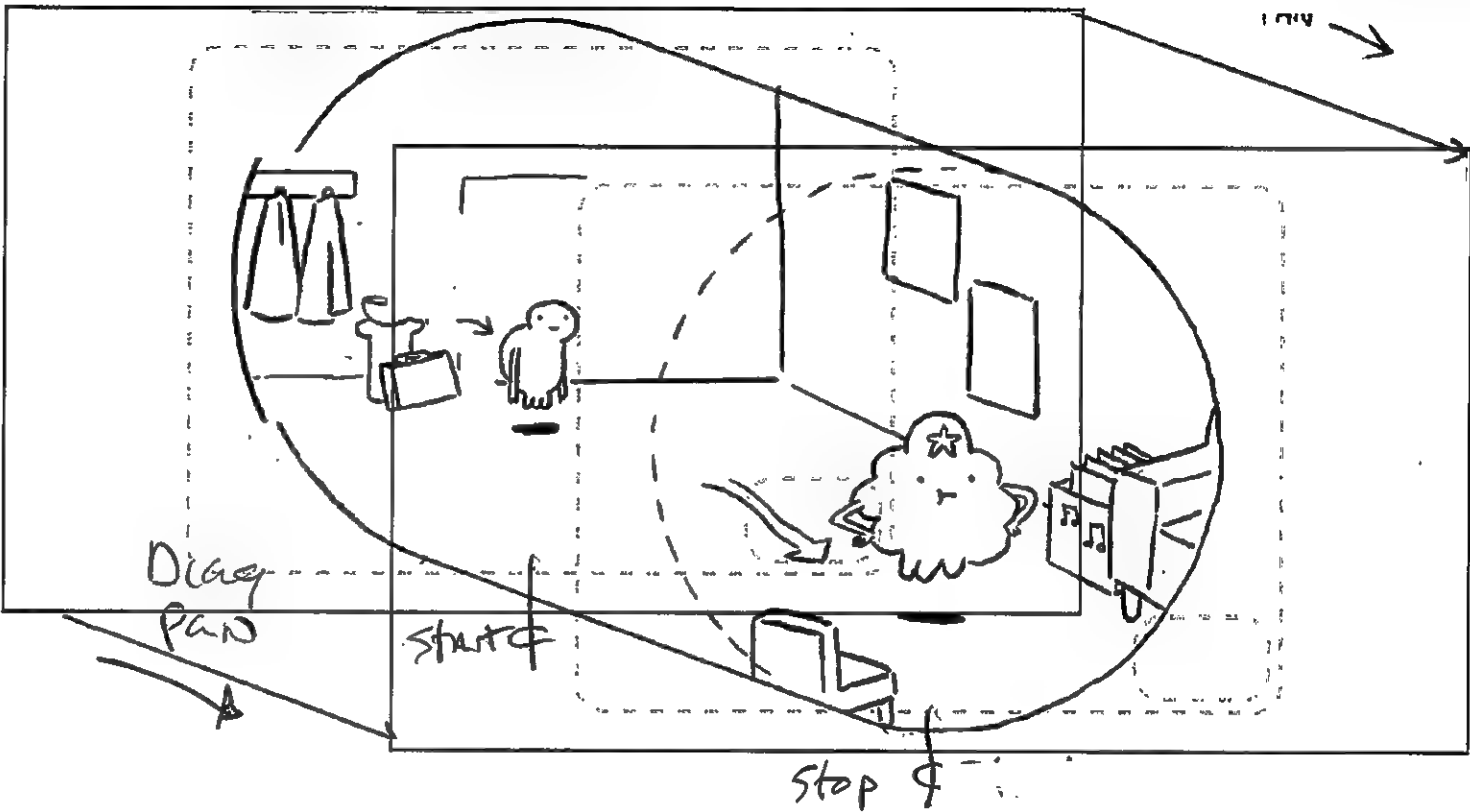
Production :

ADVENTURE TIME



Sc. 53 CONT. Pnl. H Bg.

Page 79B
79C-NEXT
day night

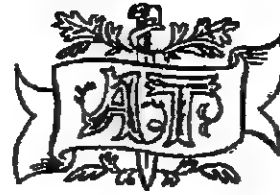


| |
|--|
| Dialog: |
| Action: -camera pan Camera moves w/ LSP Johnnie Floats down to her |
| Timing: |

SEP 24 2013

EPISODE # 1014-160
Production :

ADVENTURE TIME



Page 79C

79D-NEXT
day night

Sc. 53 **CONT**

Pnl. I

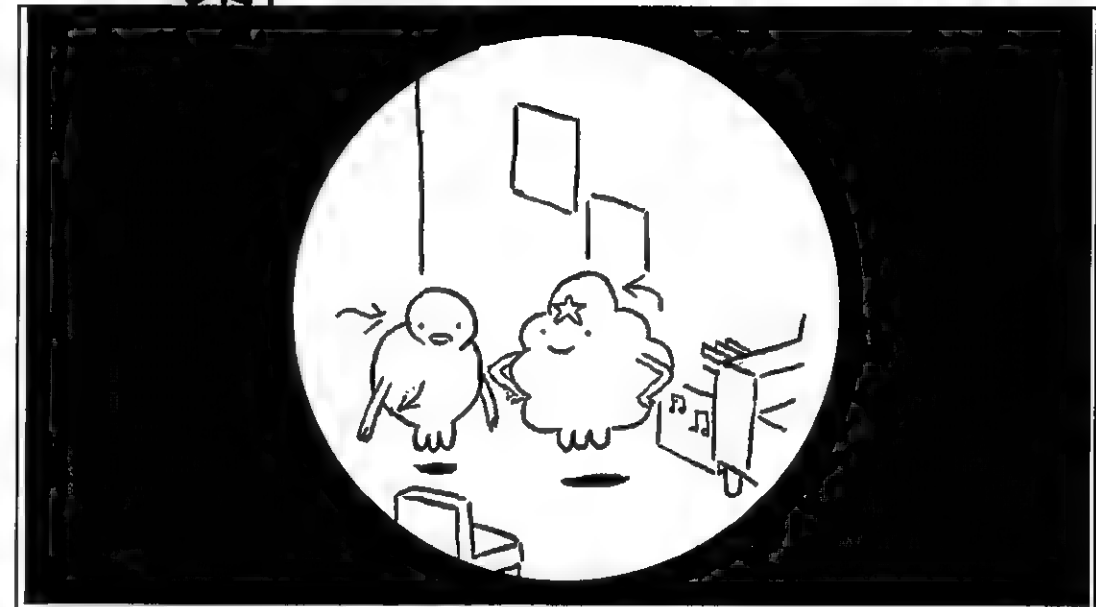
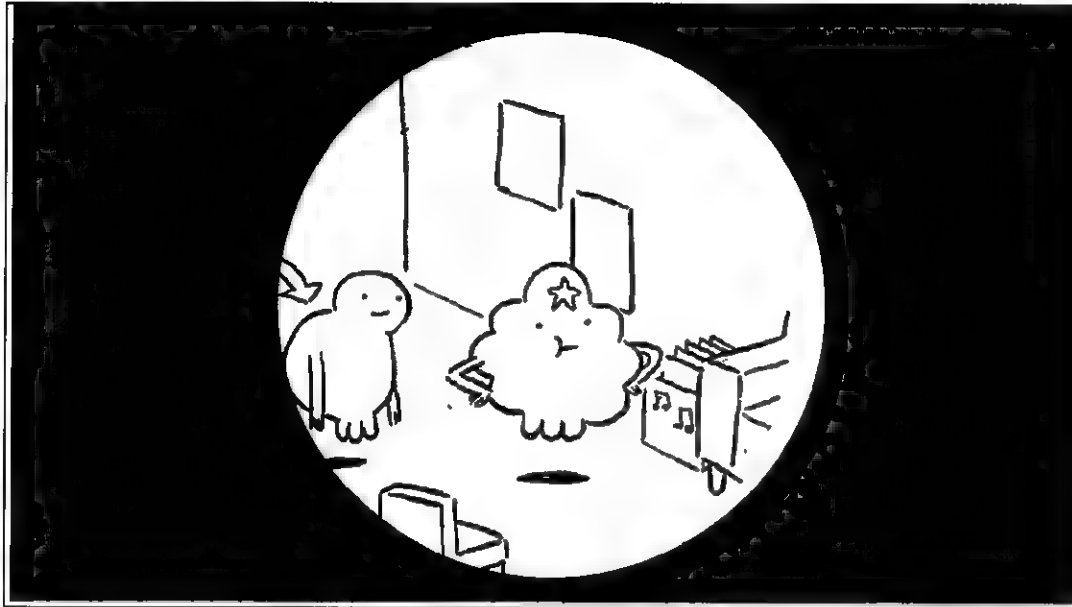
Bg.

day night

Sc. 53 **CONT.**

Pnl. J

Bg.



Dialog:

J/ That chair? Oh-

Action:

- Johnnie floats on screen

-Johnnie motions towards the chair

Timing:

SEP 24 2013

EPISODE # 1014-160

Production :

1014/160

ADVENTURE TIME



Sc. 53 **CONT**

Pnl. K

Bg.

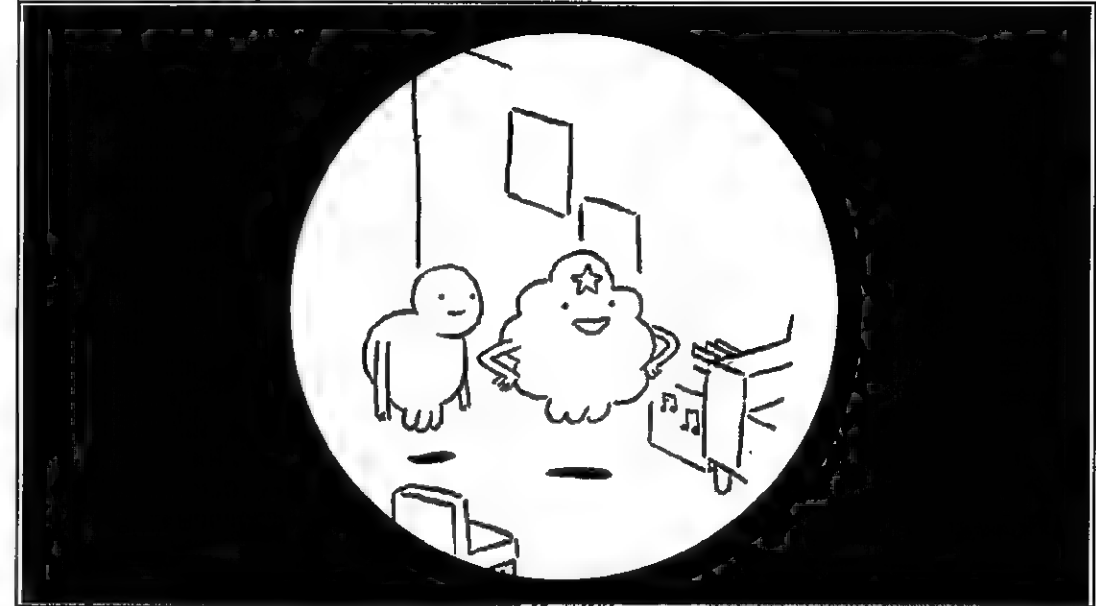
day night

Sc. 53 **CONT.**

Pnl. L

Bg.

Page 79D
80. NEXT
day night



Dialog:

J/ . used to be over there
.. but I moved it.

LSP/ Johnnie it's so
nice,

Action:



Timing:

SEP 24 2013

EPISODE# 1014-160

Production :

1014/160

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ADVENTURE TIME



Page 80

Sc. 53 CONT Pnl. M

Bg.

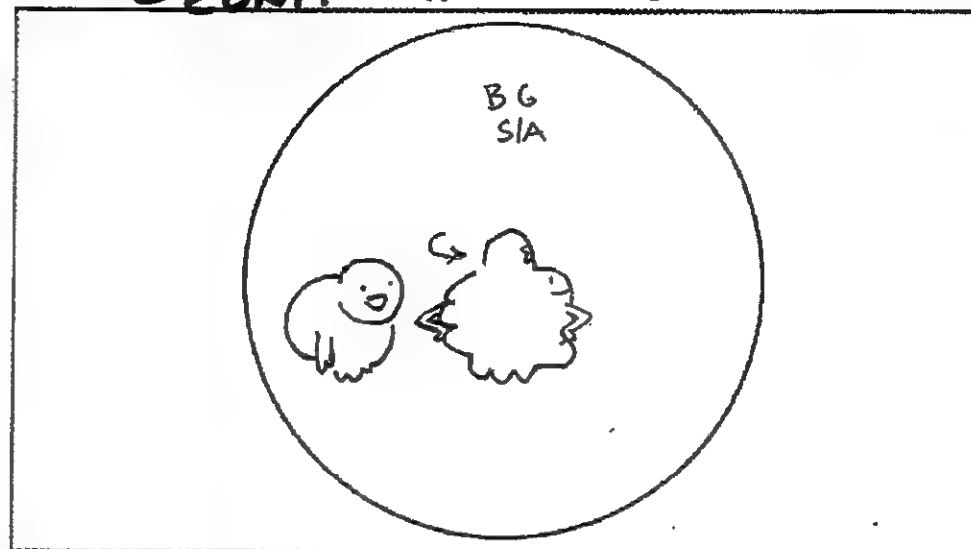
day night



Sc. 53 CONT. Pnl. N

Bg.

day night



EPISODE # 1014-160

Dialog:

LSP / you've really made it
your own.

J / Thanks.!

Action:

(LSP looks around)

Timing:

Production :

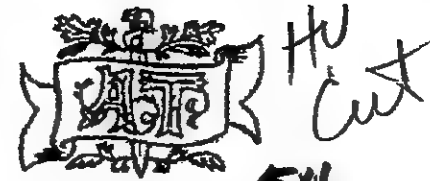
SEP 24 2013

1014/160

1014/160

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ADVENTURE TIME



Page 81

Sc. 53 CONT Pnl. O

Bd.

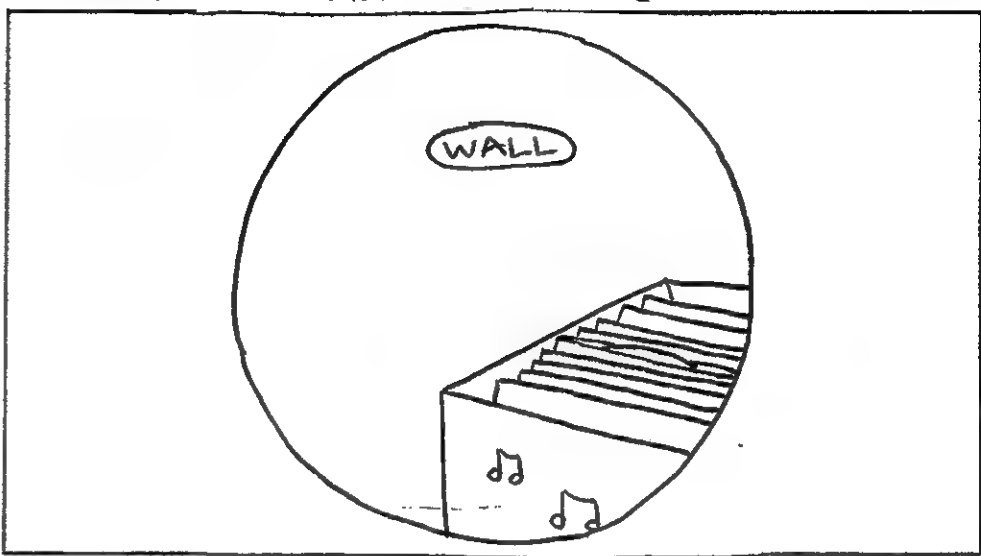
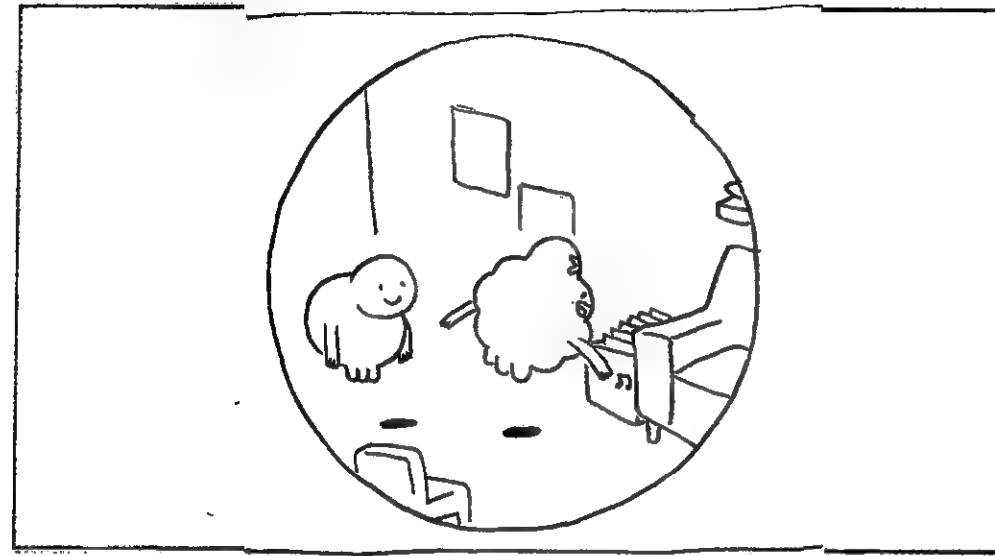
day night

Sc. 54

Pnl. A

Bg.

day night



| |
|--------------------|
| Dialog: |
| <u>LSP</u> / ooHH! |
| Action: |
| Timing: |

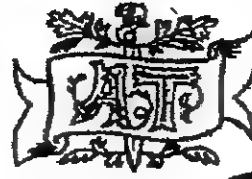
EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

ADVENTURE TIME



Sc. 54 CONT Pnl. B

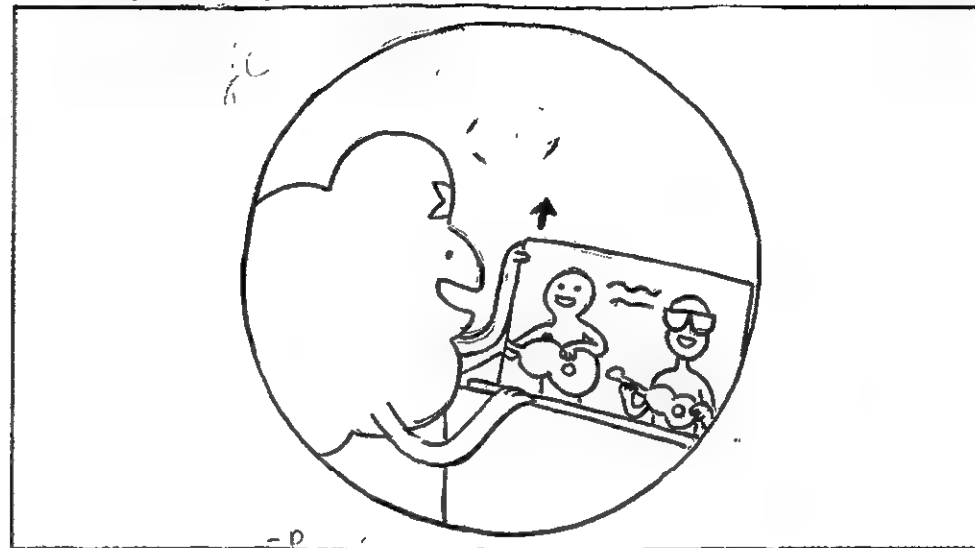
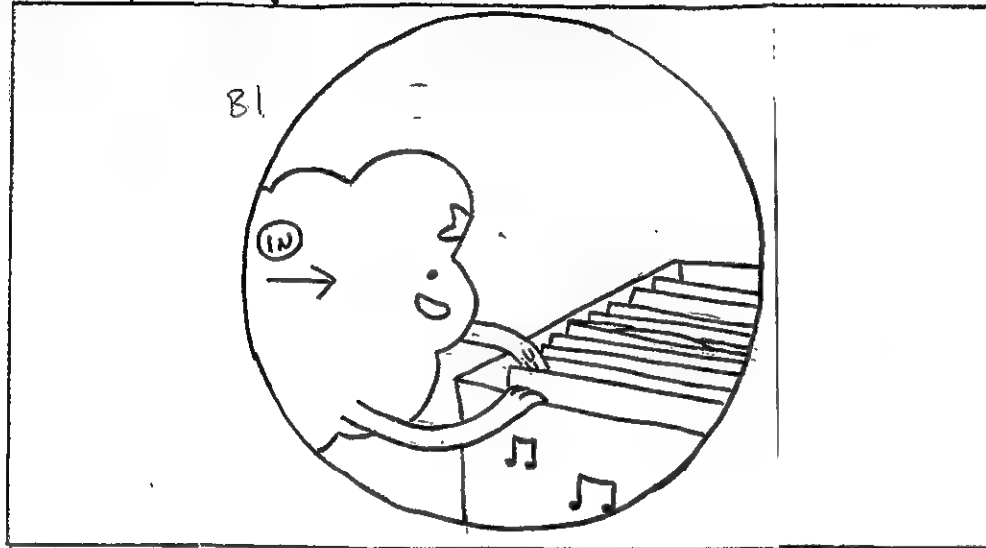
Bg.

day night

Sc. 54 CONT Pnl. C

Bg.

Page 82
02A-NEXT
day night



Dialog:

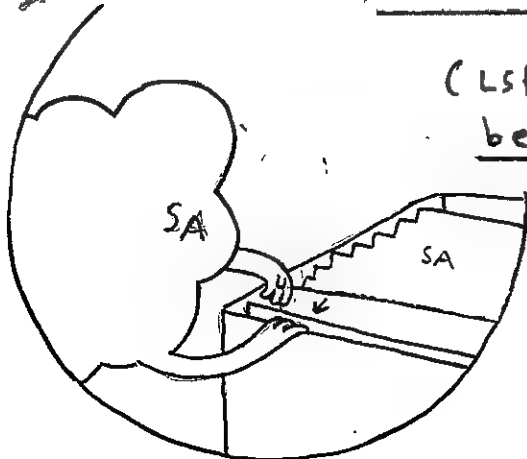
LSP/ RECORDS!

LSP/ (LAUGHING)

B1

(LSP races to records and begins flipping through them)

- LSP pulls one up,



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PRODUCTION

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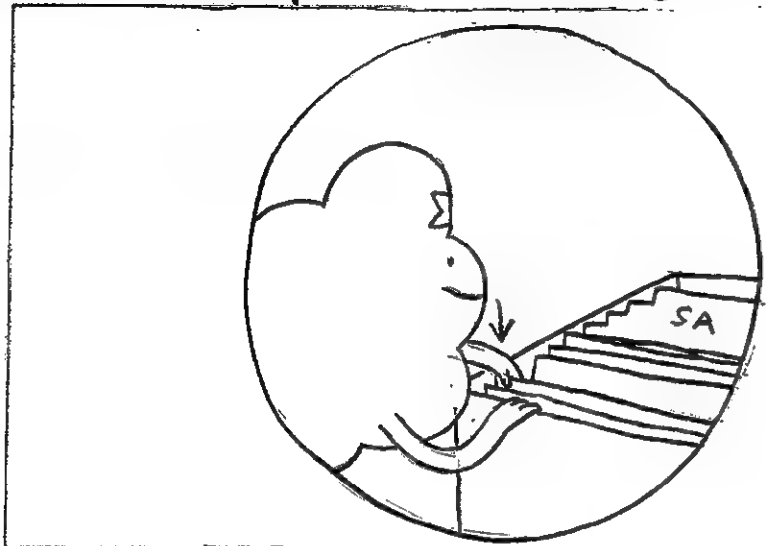
ADVENTURE TIME



Sc. **54 CONT** Pnl. D

Bg.

day night



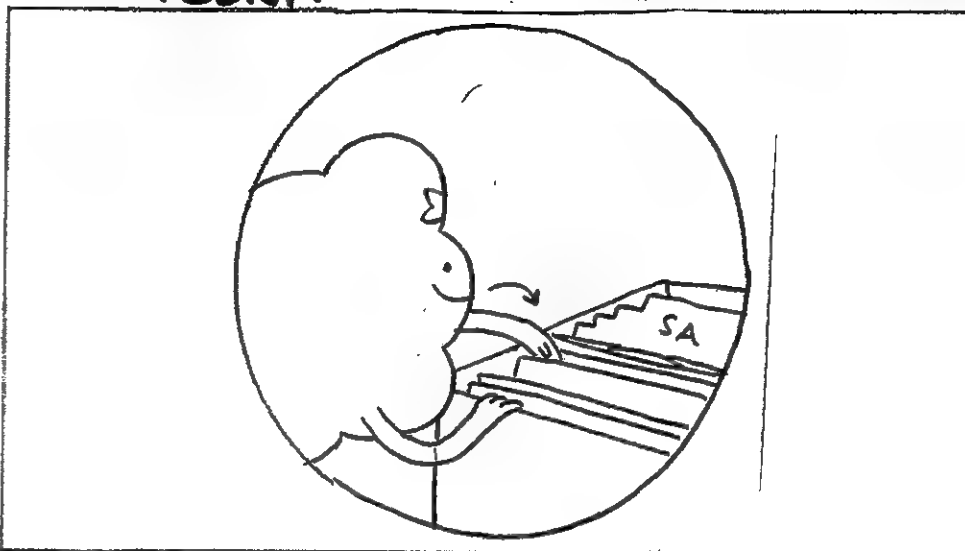
Sc. **54 CONT** Pnl. E

Bg.

Page

82A

83 NEXT



EPISODE # **1014-160**

Production :

SEP 24 2013

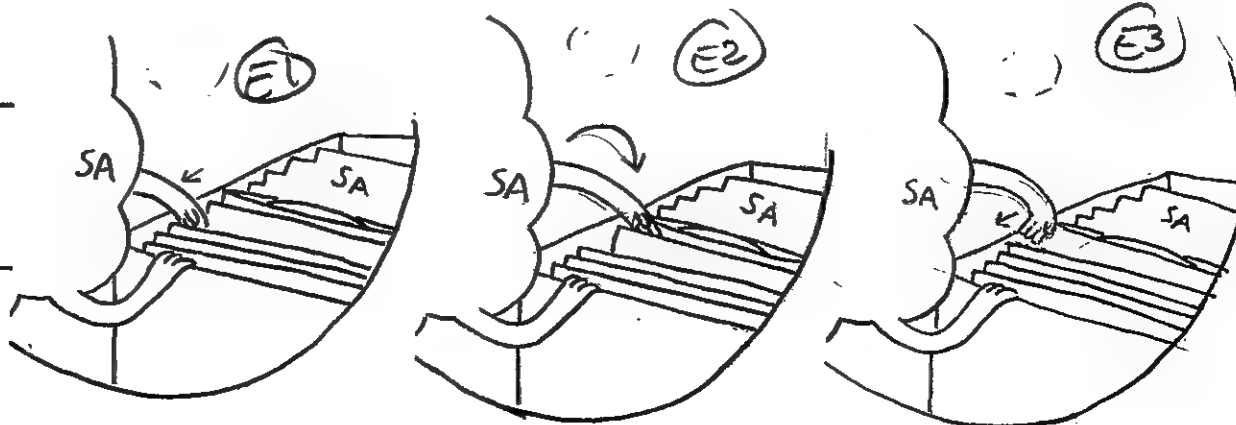
1014/160

Dialog:

Action: -LSP PUT RECORD BACK.

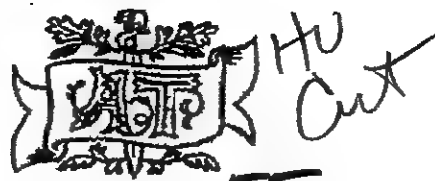
Timing:

-LSP FLIPS PAST TWO MORE RECORDS.



1014/160

ADVENTURE TIME



Page **83**

Sc. **54 CONT** Pnl. **F** Bg.

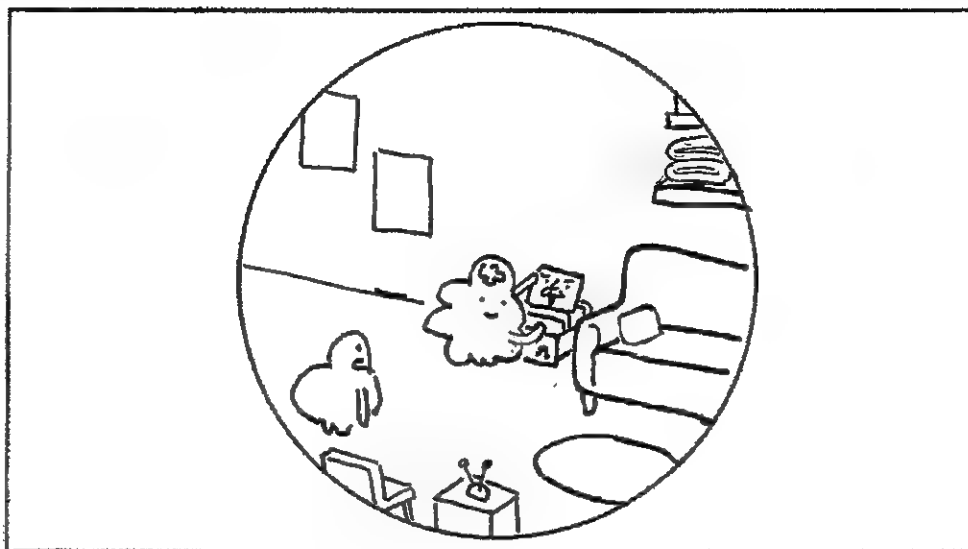
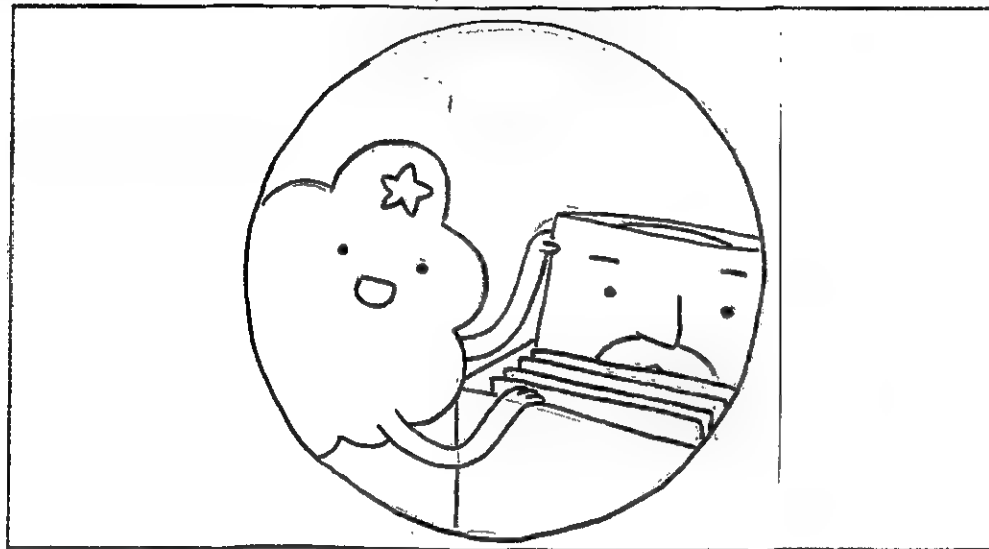
day night

Sc. **55**

Pnl. **A**

Bg.

day night



EPISODE #

1014-160

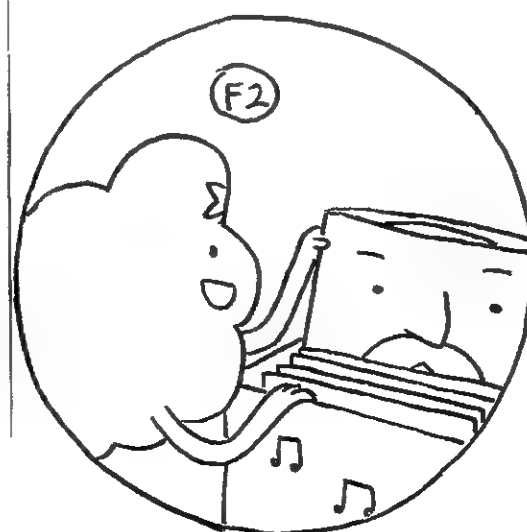
Dialog:

LSP/ OK, wanna see something funny?

J / YEAH

Action:

Timing:



Production :

SEP 24 2013

1014/160

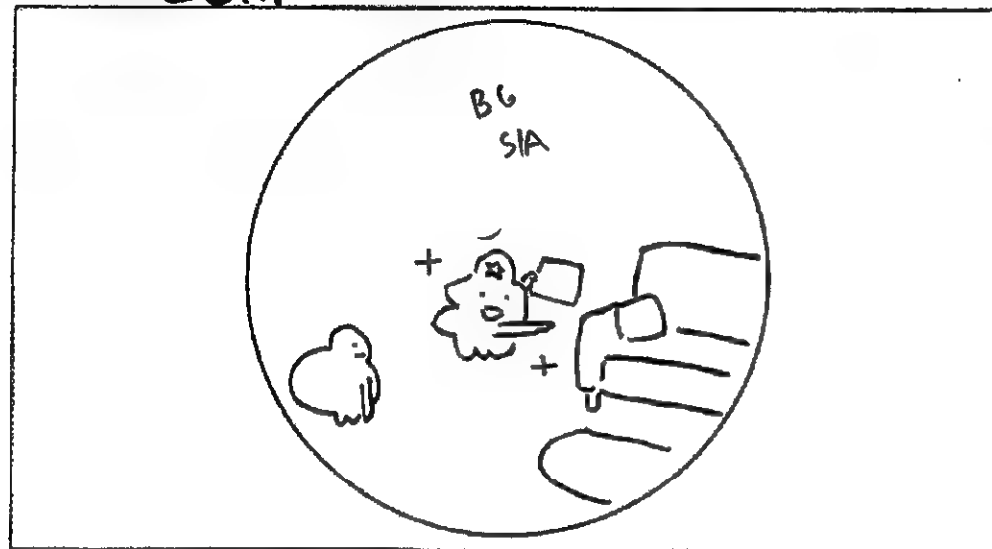
ADVENTURE TIME



Sc. **55 CONT** Pnl. **B**

Bg.

day night



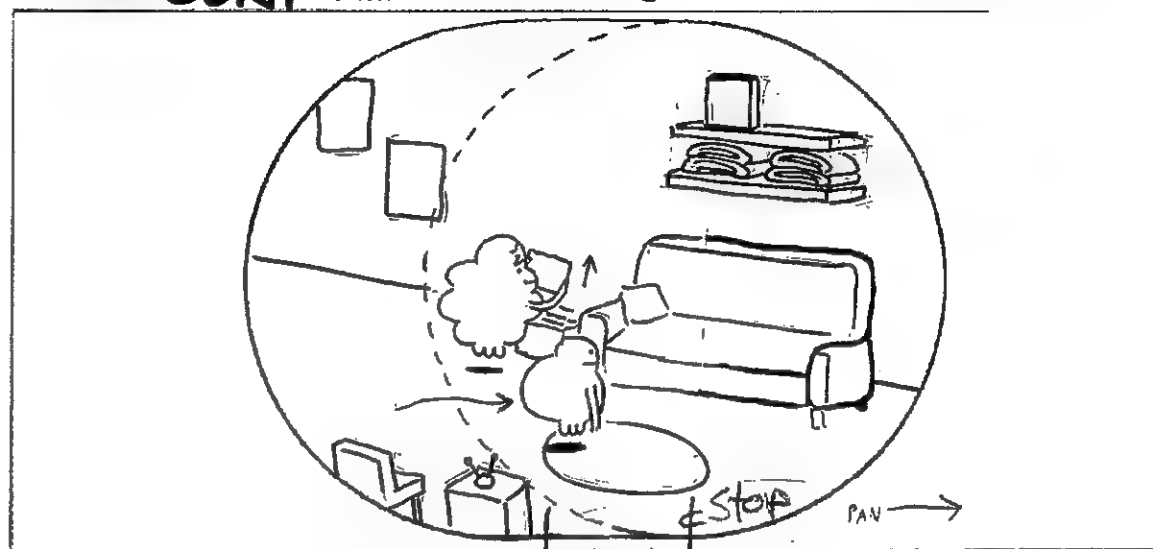
Sc. **55 CONT** Pnl. **C**

Bg.

Page

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84A-NEXT
day night



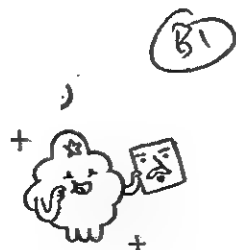
Dialog:

LSP/ Õk, ha- ok hahaha, go sit down.

Action:

-Pan with Johnnie

Timing:



Production :

SEP 24 2013

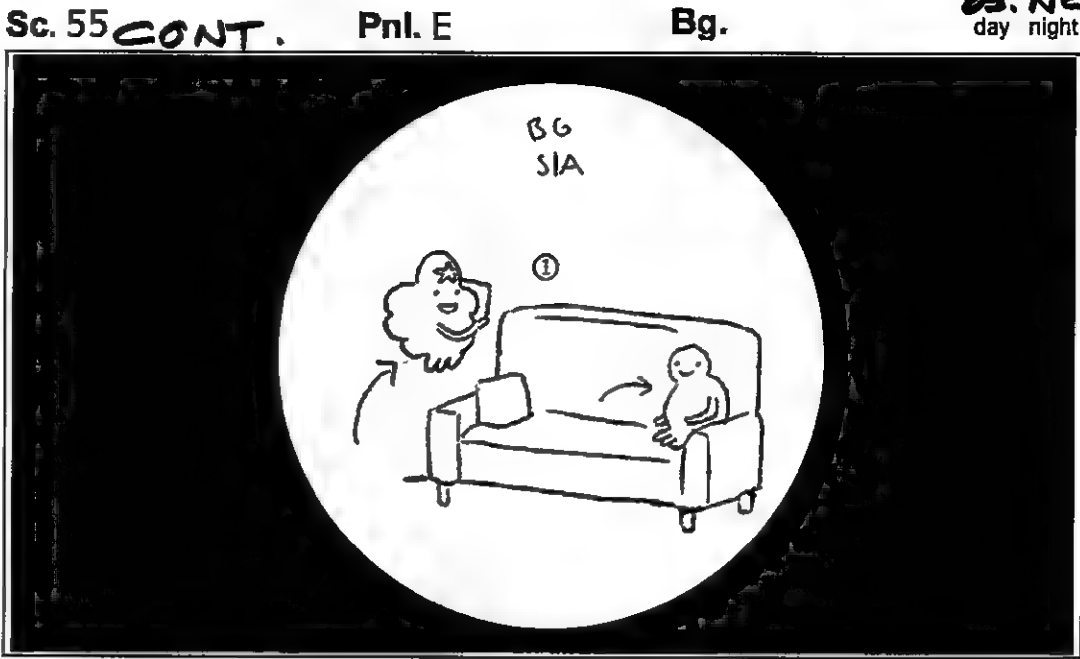
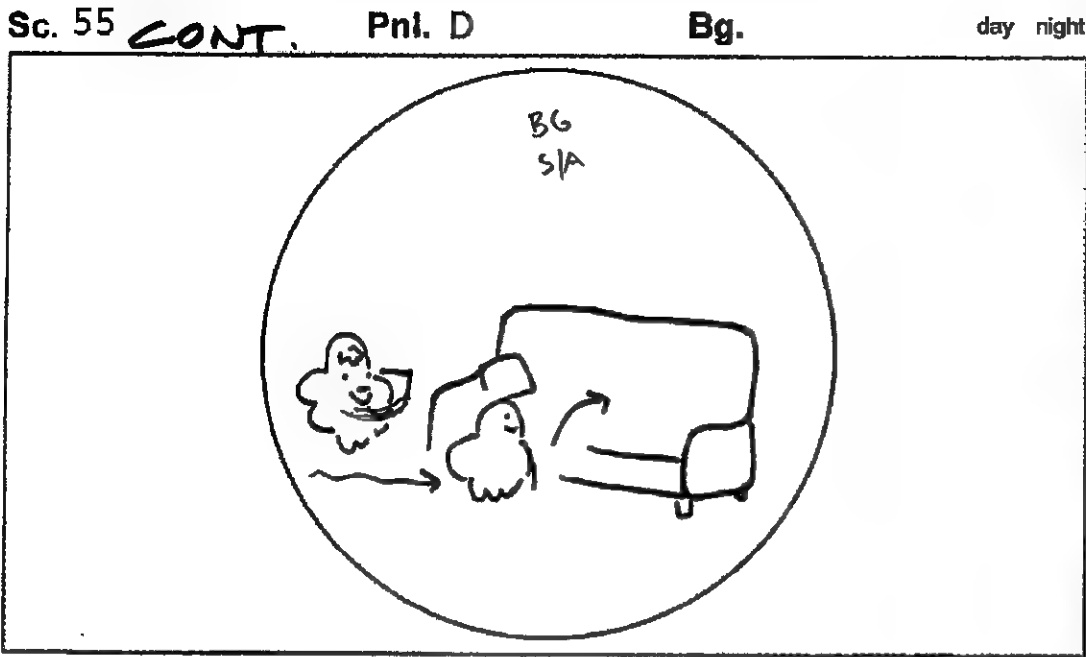
EPISODE # 1014-160

1014/160

1014/160

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ADVENTURE TIME

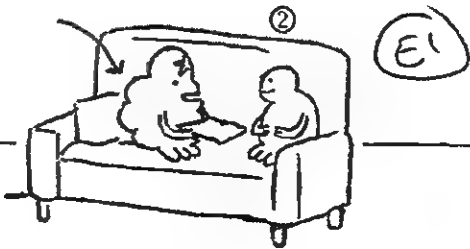


Dialog:

LSP: <LAUGHING>

Action:

- (1) Johnnie sits on couch
- (2) LSP sits on couch



Timing:

SEP 24 2018

EPISODE # 1014-160

Production :

ADVENTURE TIME

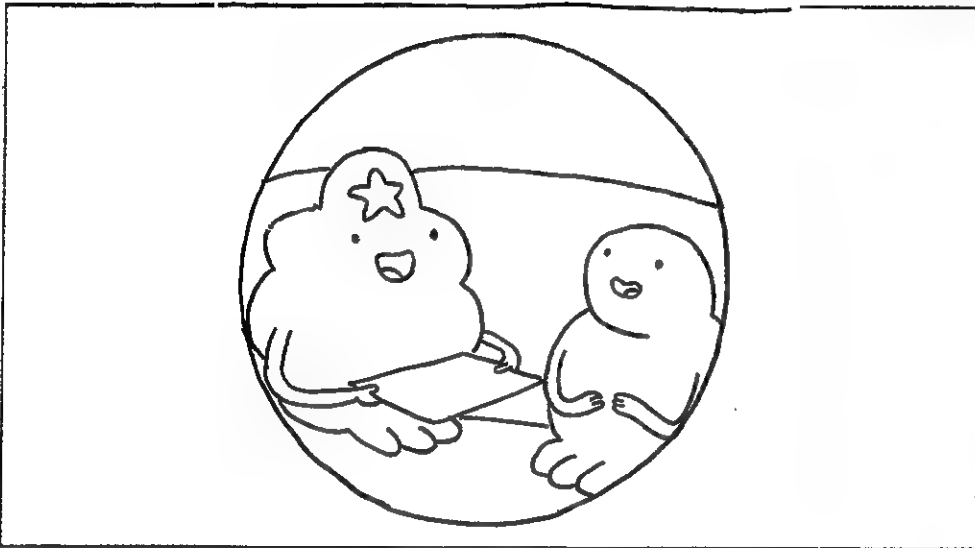


Sc. **56**

Pnl. **A**

Bg.

day night



Sc.

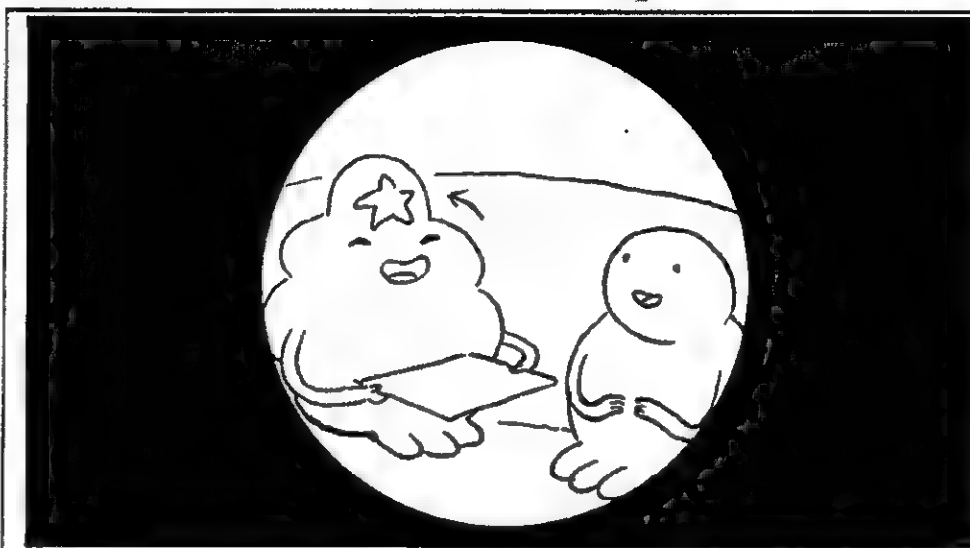
56 CONT

Pnl. **B**

Bg.

Page **85**

day night



1014-160

EPISODE #

1014/160

Production :

SEP 24 2013

1014/160

Dialog:

LSP / okay, you ready?

J / (chuckling) YEAH!

LSP / haha, okay...

Action:

(LSP joins him)

Timing:

1014/160

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1014/160

ADVENTURE TIME



Page 86

Sc. 56 cont Pnt. C

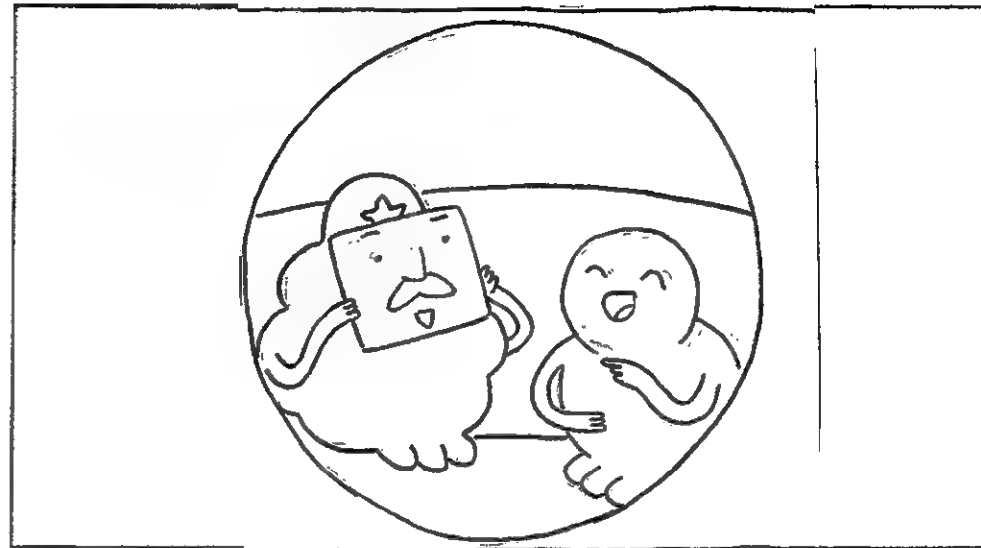
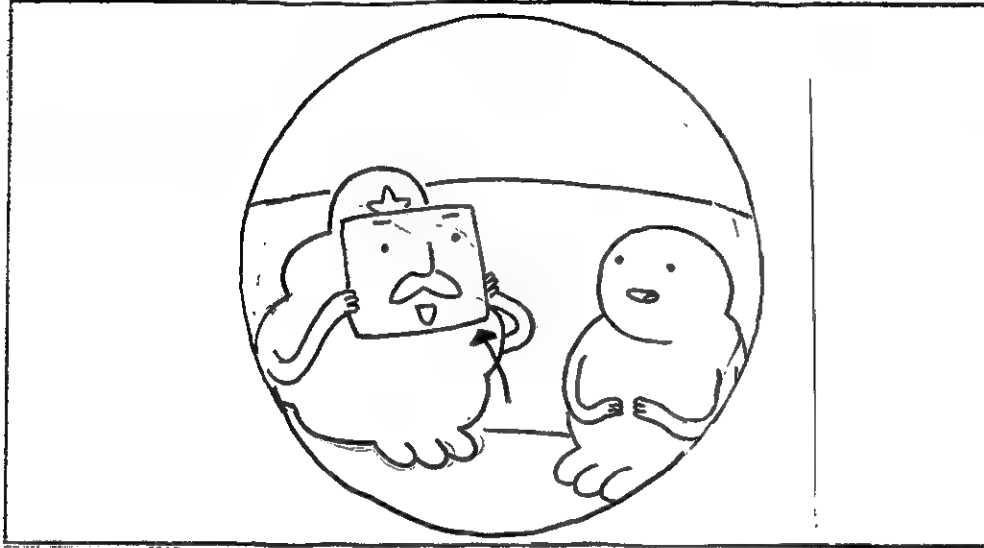
Bg.

day night

Sc. 56 cont Pnt. D

Bg.

day night



1014-160

EPISODE #

1014/160

Dialog:

J/ HAHA! It's his face, but on your body!

Action:

(LSP holds record up
to her face, so it

(LSP mugging with face)

Timing:

looks like her face)

Production :

SEP 24 2013

1014/160

ADVENTURE TIME



Sc. **56 cont** Pnl. E

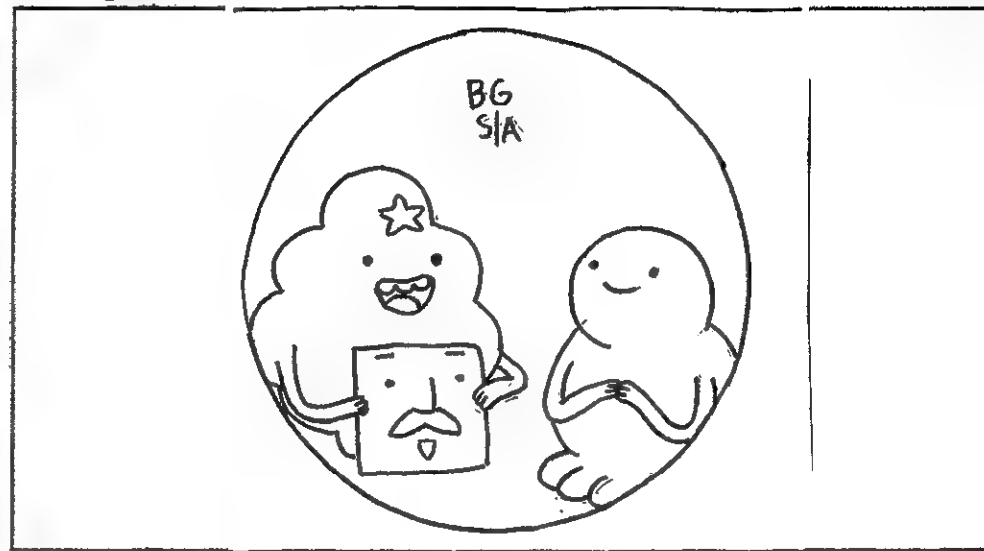
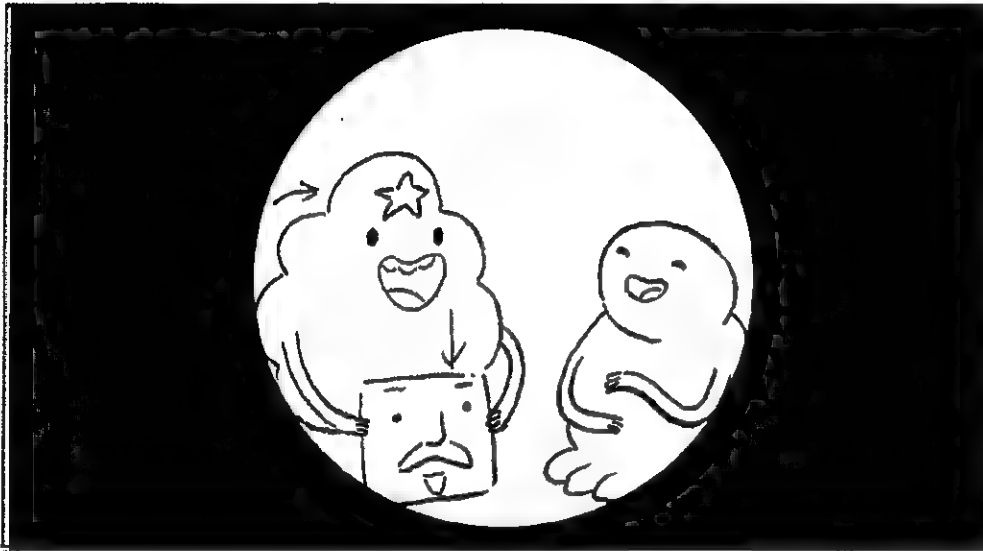
Bg.

day night

Sc. **56 cont** Pnl. F

Bg.

Page **87**
87A NEXT
day night



Dialog:

LSP/ (having Fun) I KNOWWW...

LSP/ THAT'S THE JOKE

Action:

Timing:

EPISODE **1014-160**

Production :

SEP 24 2013

1014/160

1014/160

1014/160

ADVENTURE TIME



Page 87A
~~88~~ NEXT
day night

Sc. 56 *cont*

Pnl. G

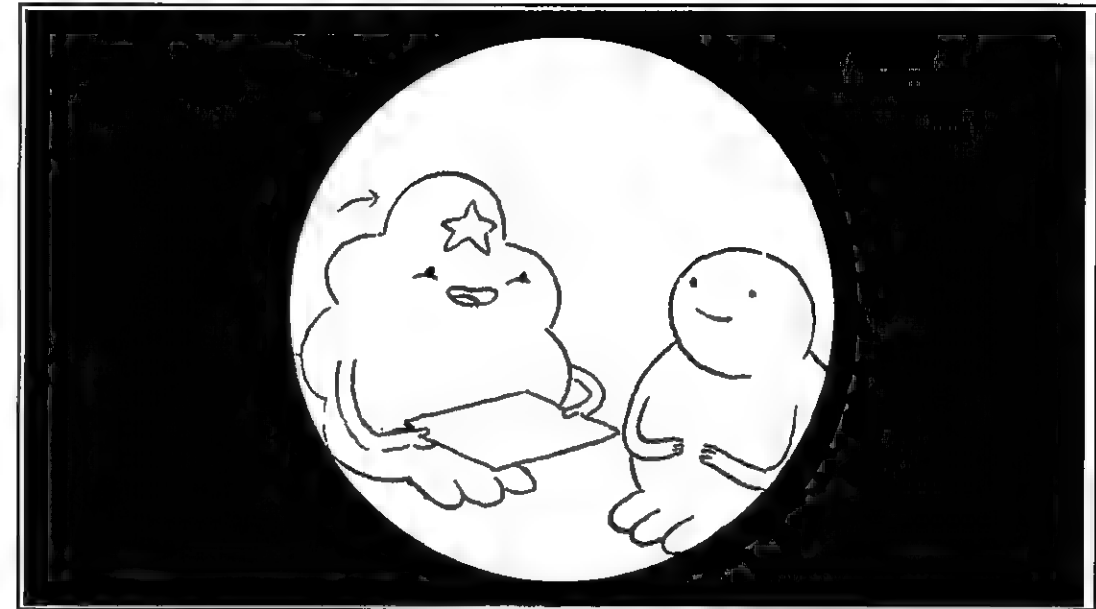
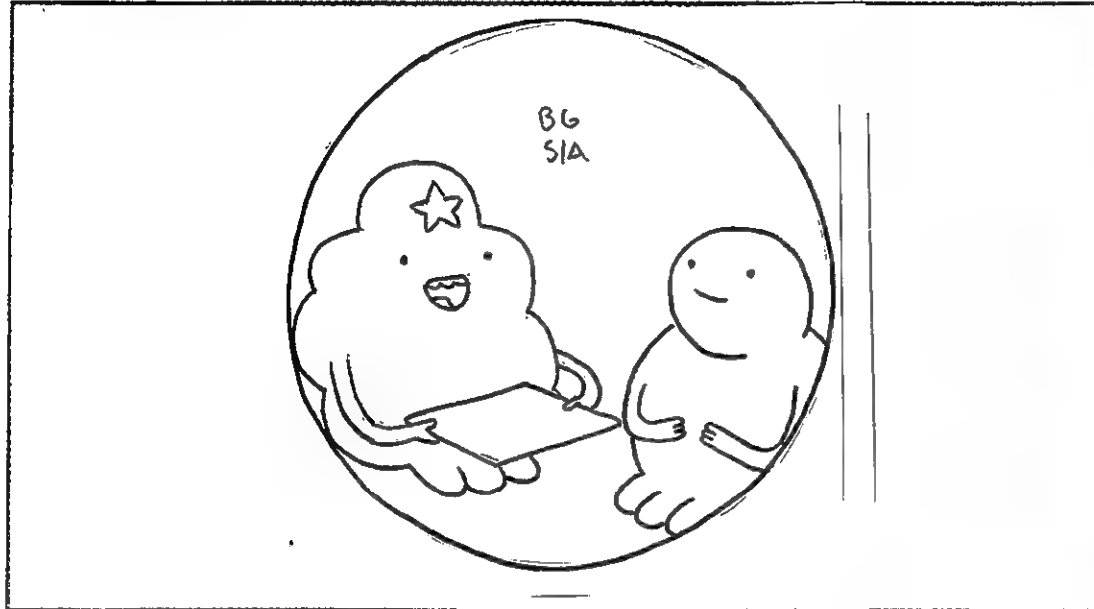
Bg.

day night

Sc. 56 *cont*

Pnl. H

Bg.



Dialog:

LSP / MY FRIEND MELISSA AND
I CAME UP WITH THAT,

LSP / YOU'RE SMART THAT YOU GET IT.

Action:

Timing:

SEP 24 2013

EPISODE # 1014-160

Production :

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ADVENTURE TIME



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Sc. 56 CONT Pnl. I

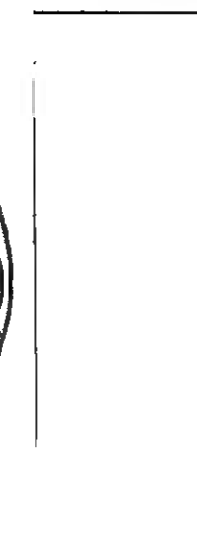
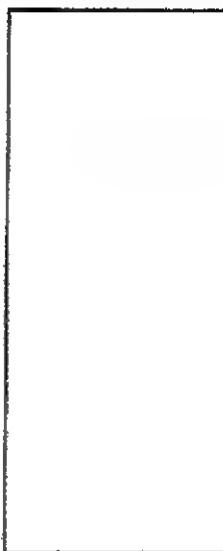
Bg.

day night

Sc. 56 CONT Pnl. J

Bg

Page 88
day night



Dialog:

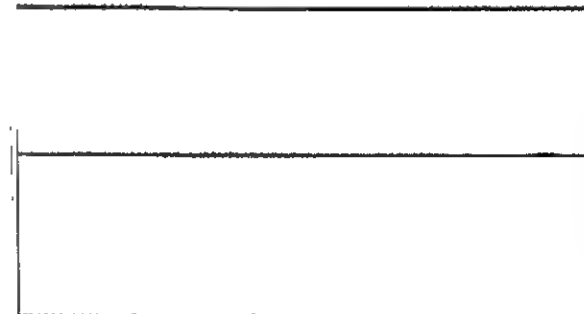
J/ BOY, WHEN THIS EVENING
STARTED, I WAS FEELING
50 DUMPTRUCKS

Action:

(LSP reaches off screen
to put record on floor)

Timing:

J/ BUT NOW IT'S LIKE 100
FORKLIFTS!



EPISODE #

1014-160

Production :

SEP 24 2013

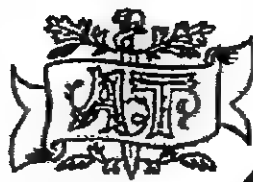
1014/160

1014/160

1014/160

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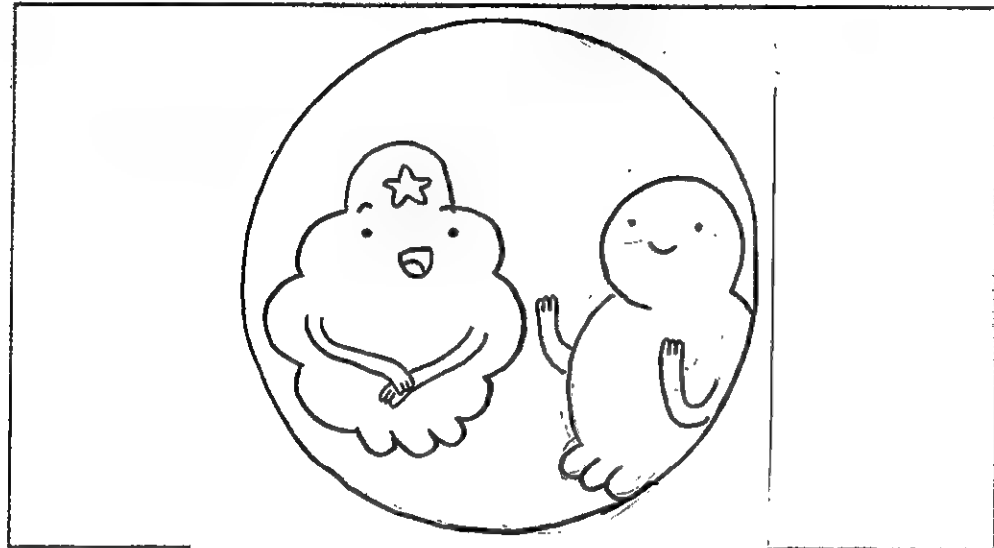
ADVENTURE TIME



Sc. *56 CONT* Pnl. K

Bg.

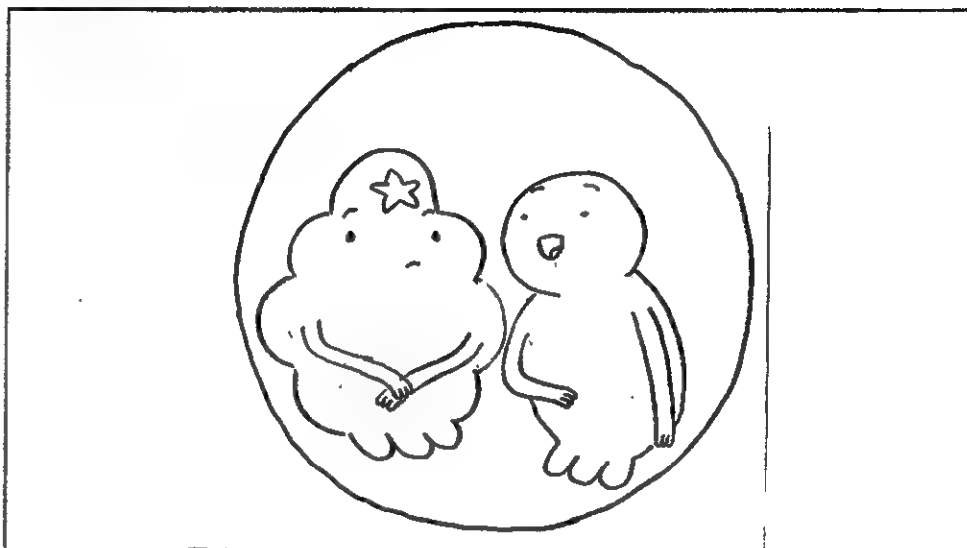
day night



Sc. *56 CONT* Pnl. L

Bg.

day night



Dialog:

LSP/ I feel the same way Johnnie.

J/ DO YOU FEEL
THIS COUCH ?

Action:

-JOHNNIE LEANS FORWARD.

Timing:

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Production :

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ADVENTURE TIME



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Sc. 56 cont Pnl. M

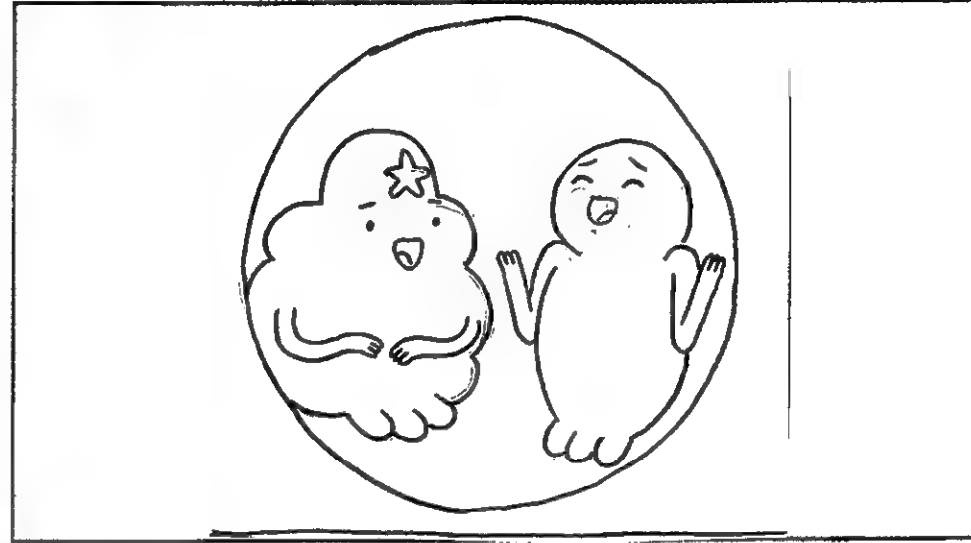
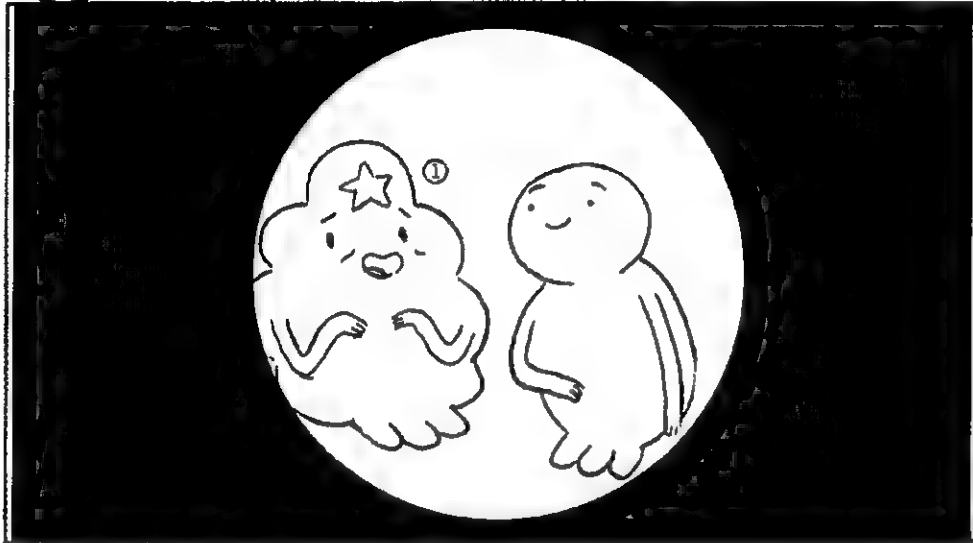
Bg.

day night

Sc. 56 cont Pnl. N

Bg.

day night



EPISODE # 1014-160

Dialog:

LSP/ Haha, what?!

J/ 'CUZ IT'S WHERE YOU'RE
GONNA SLEEP!

Action:

Timing:



Production :

SEP 24 2013

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1014/160

1014/160

1014/160

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ADVENTURE TIME



Sc. 57

Pnl. A

Bg.

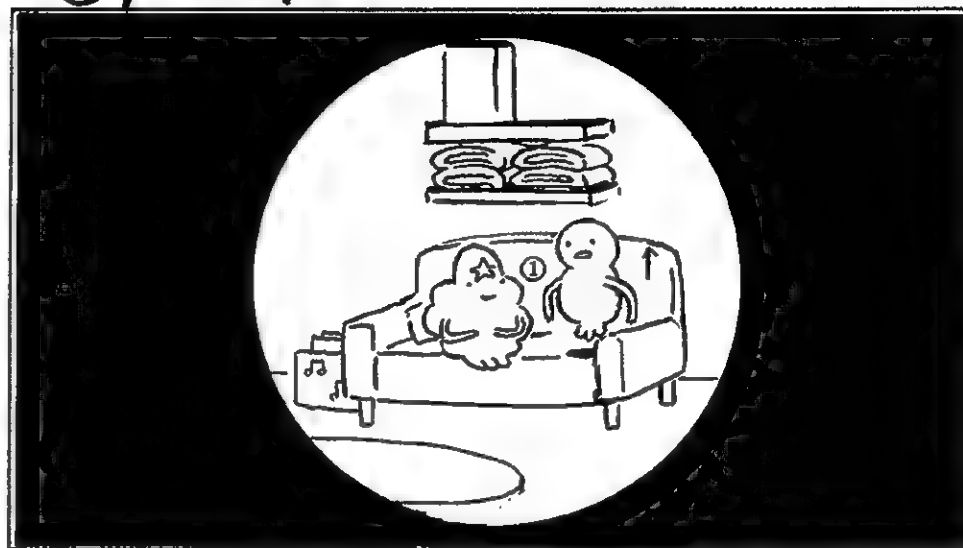
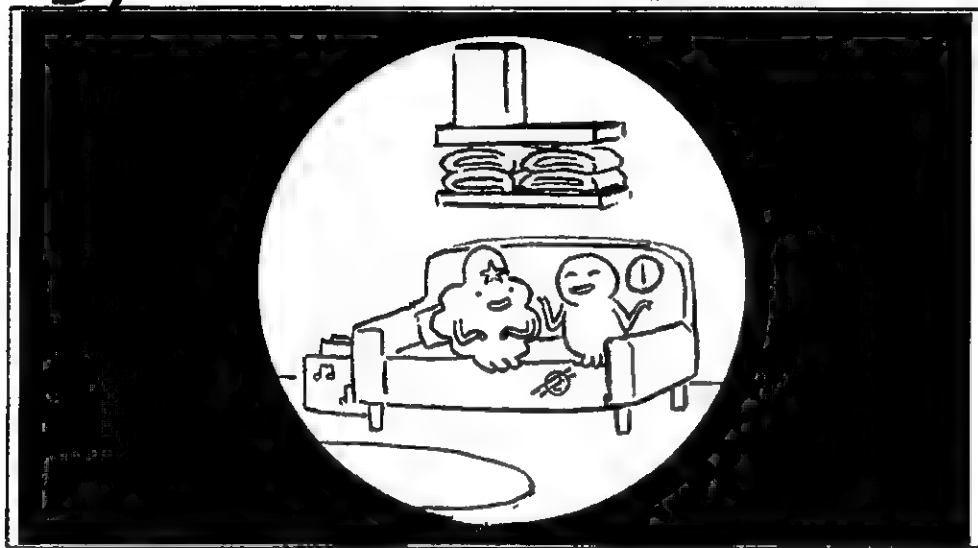
day night

Sc. 57 CONT

Pnl. B

Bg.

Page 91
day night



EPISODE # 1114-160

Dialog:

BOTH / (laughing)

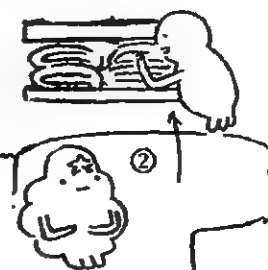
31

(1) Seriously.
(2) It's getting late...

Action:

- (1) Johnnie rises from the couch (2) Flies up to shelf

Timing:



Production :

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1014/160

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ADVENTURE TIME



Sc. 57 CONT Pnl. C

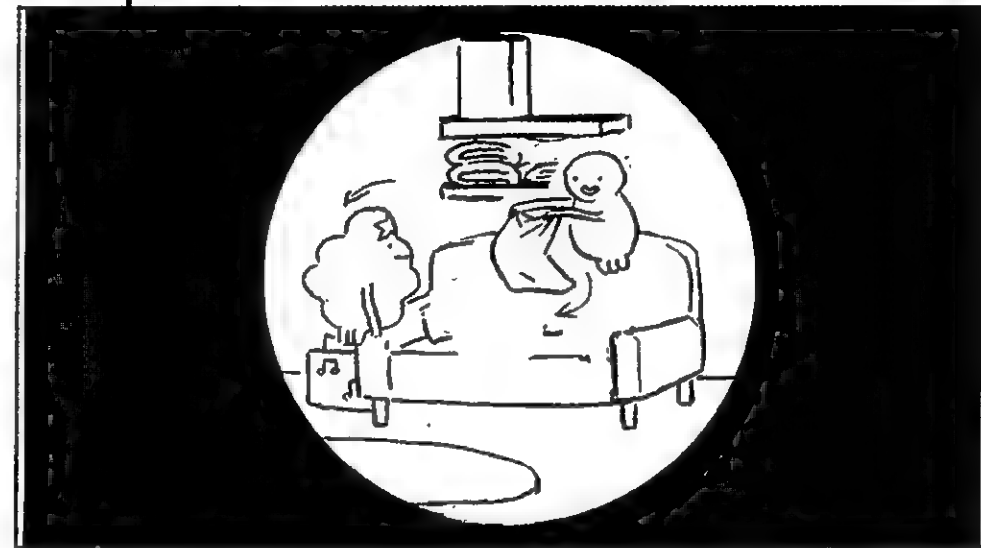
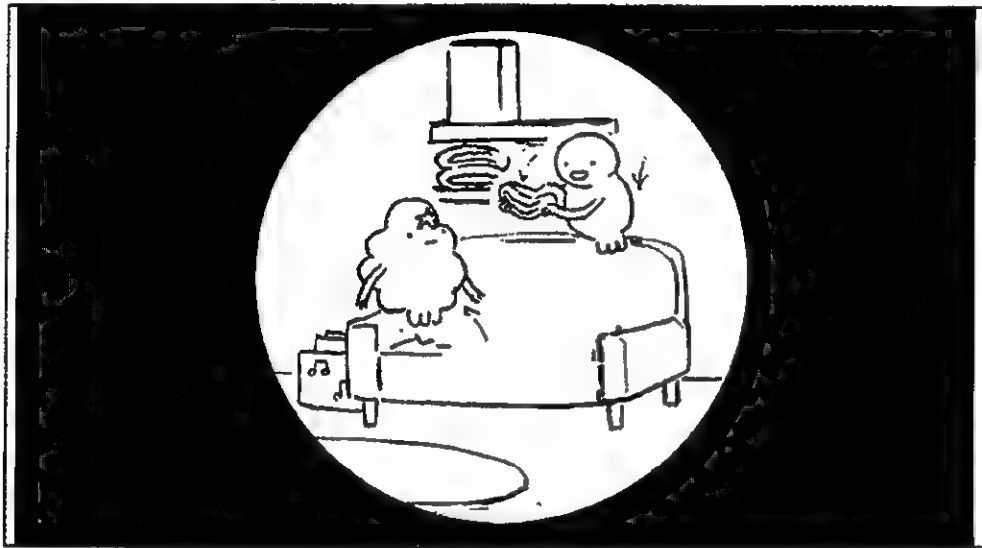
Bg.

day night

Sc. 57 CONT Pnl. D

Bg.

Page 92
day night 92A NEXT



EPISODE# 1014-160

| | | | |
|---------|--|---|-------------------------------|
| Dialog: | | <u>J</u> / AND I DON'T WANT <u>you</u> | <u>J</u> / WALKING HOME . |
| Action: | | - Johnnie grabs blanket -LSP Rises up | - Johnnie lets blanket unfold |
| Timing: | | | |

Production :

SEP 24 2013

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ADVENTURE TIME



Page 92A

93 NEXT
day night

Sc. 57 *CONT*

Pnl. E

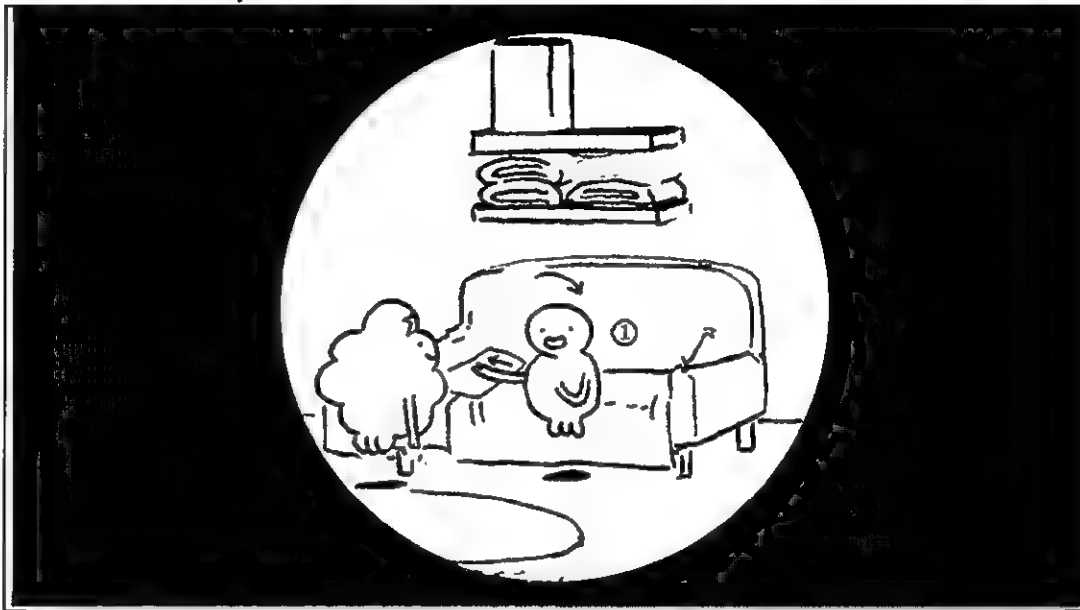
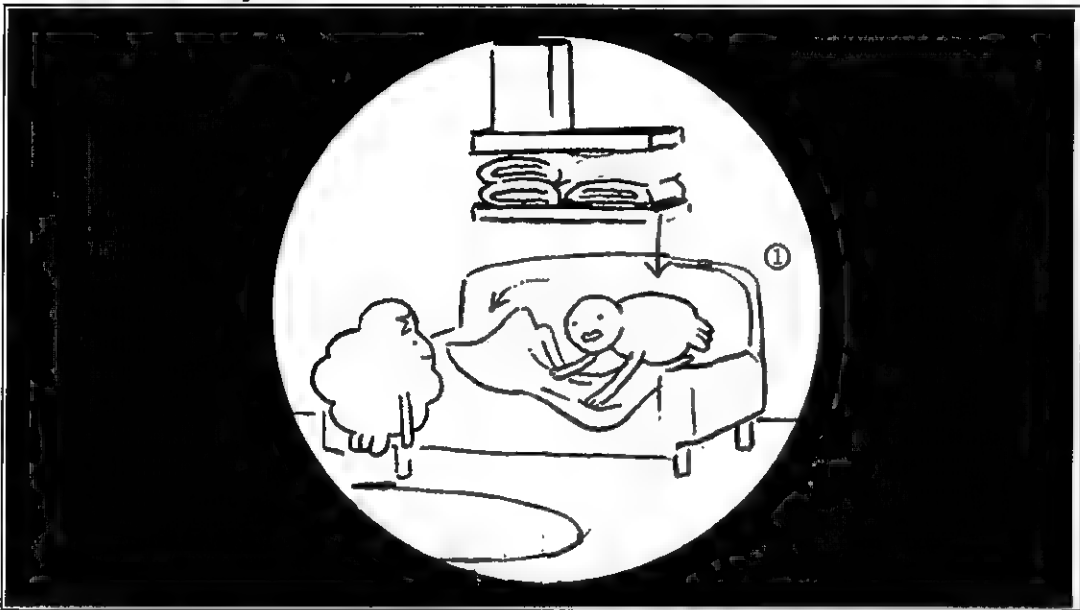
Bg.

day night

Sc. 57 *CONT*

Pnl. F

Bg.



Dialog:

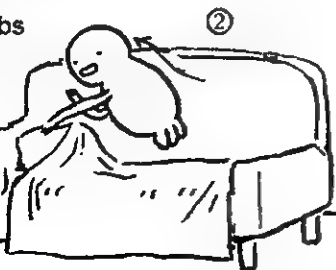
J / (2) So...
(3) I insist

J / I'LL BE IN THE
OTHER ROOM (2) SLEEPING
PEACEFULLY ...

Action: (1) Johnnie spreads blanket over couch. Blanket billows a bit

(2) J. floats left and grabs
pillow. Blanket settles

Timing:



(3) J. places pillow at
end of blanket



SEP 24 2013

Production :

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ADVENTURE TIME



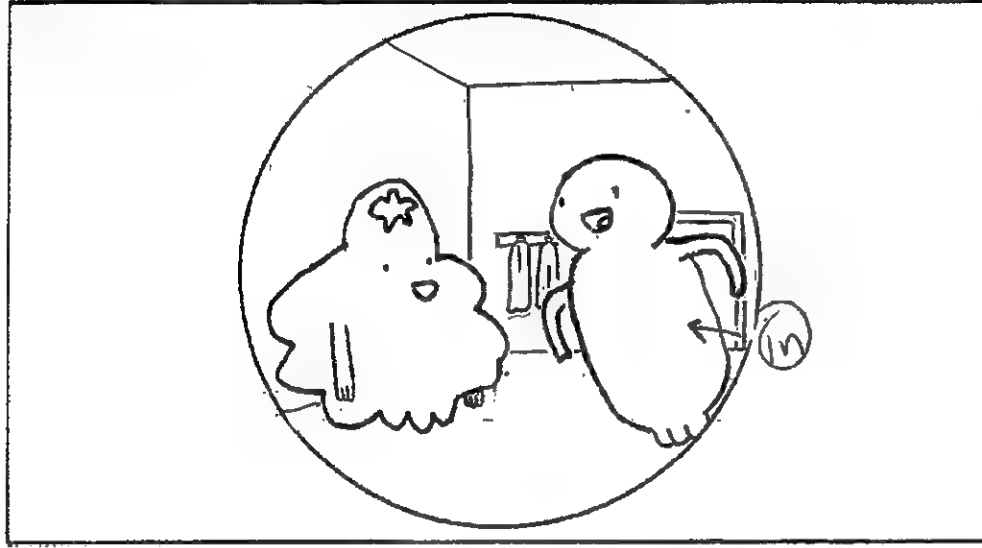
Page **93**

Sc. **58**

Pnl. **A**

Bg.

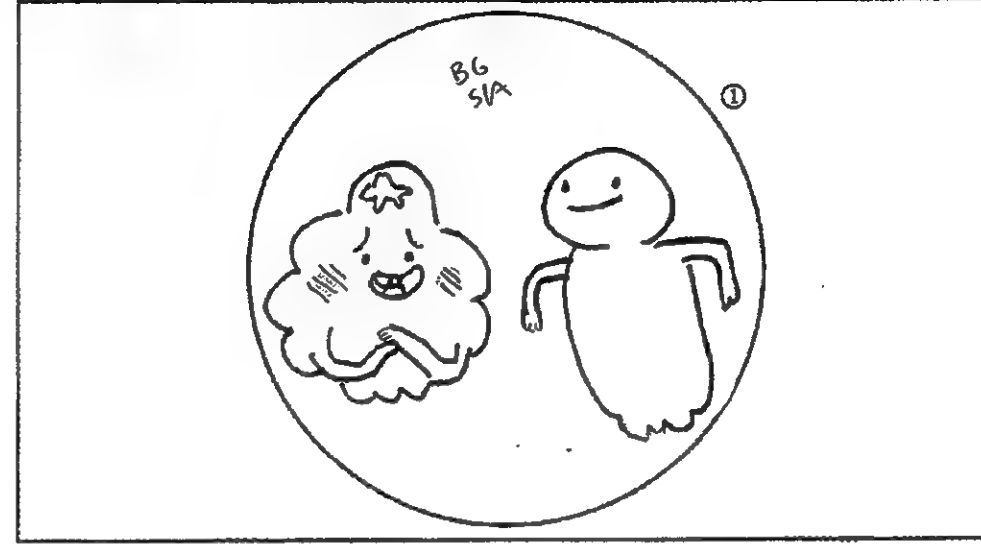
day night



Sc. **58 CONT** Pnl. **B**

Bg.

day night



1014-160

EPISODE #

1014/160

| | | |
|---------|---|--------------------------------------|
| Dialog: | <p><u>J</u> / ... AND DREAMING ABOUT YOU.</p> | <p>LSP / (blushing) JOHNNIE.</p> |
| Action: | <p>(leaning in)</p> | |
| Timing: | | |

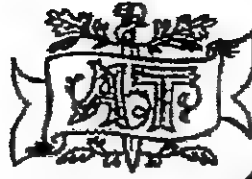
Production :

SEP 24 2013

1014/160

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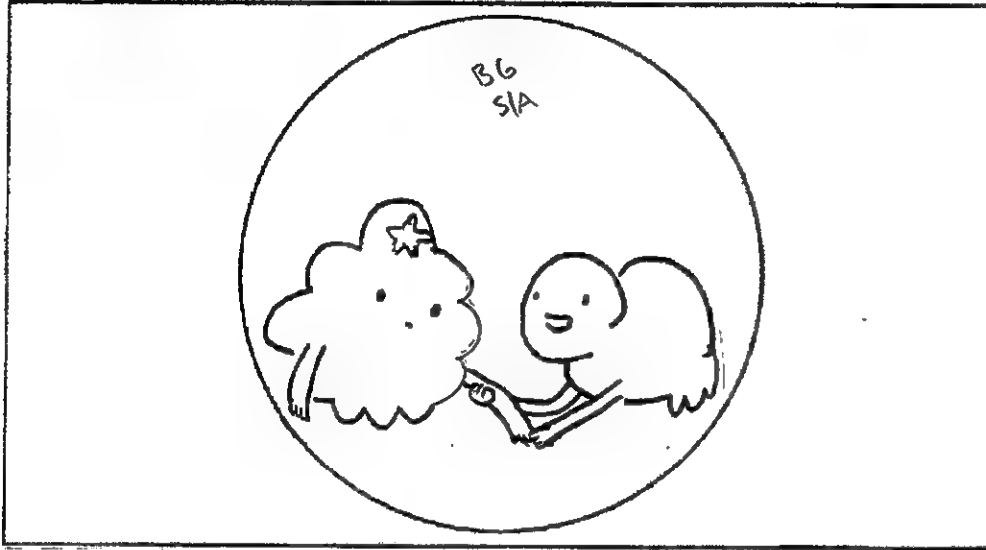
ADVENTURE TIME



Sc. **58 cont** Pnl. **C**

Bg.

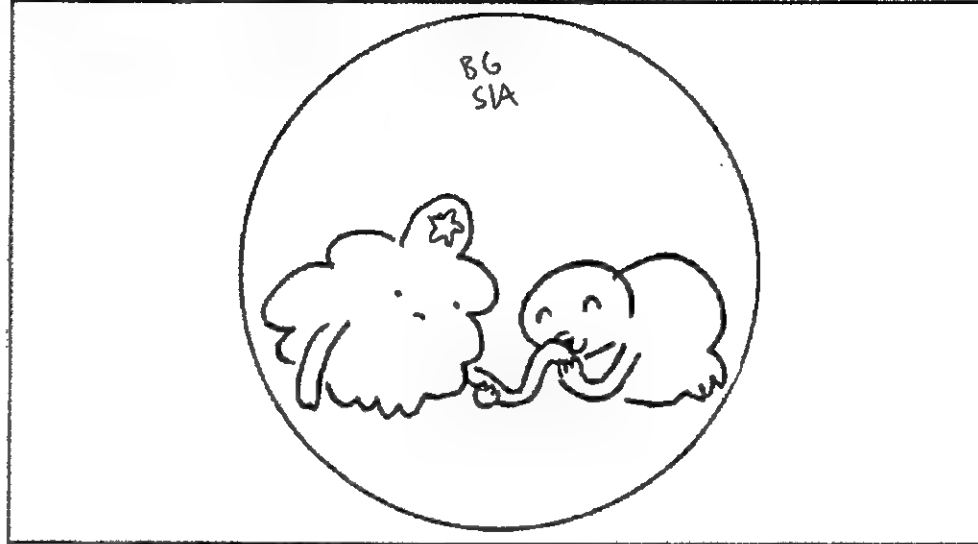
day night



Sc. **58 cont** Pnl. **D**

Bg.

day night



Dialog:

J/ THANK YOU FOR EVERYTHING

J/ <SMOOCH!>

Action:

Timing:

EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

ADVENTURE TIME



Sc. **58 CONT** Pnl. **E**

Bg.

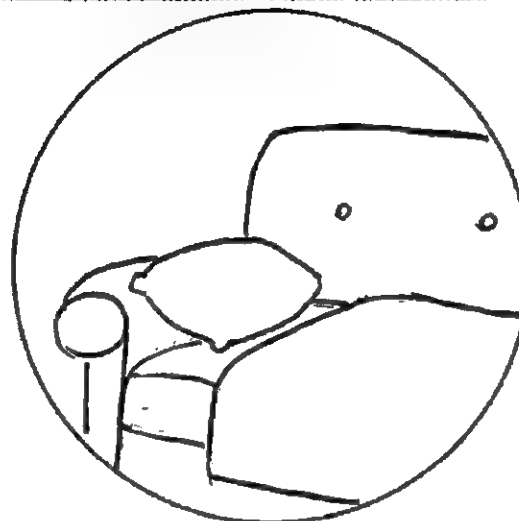
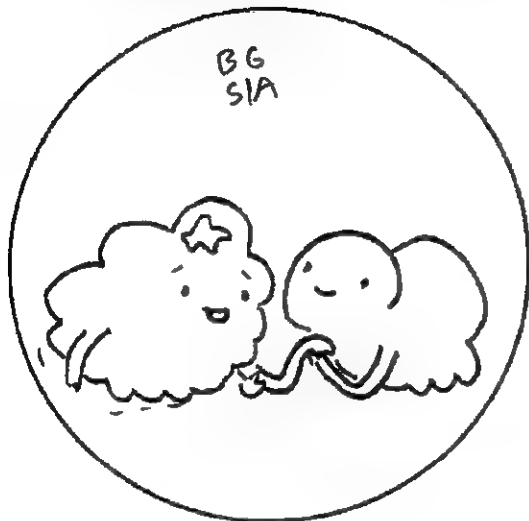
day night

Sc. **59**

Pnl. **A**

Bg.

Page **95**
day night



Dialog:

LSP / JOHHAHANNIE

Action:

Timing:

EPISODE #

1014-160

Production :

SEP 24 2013

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1014/160

1014/160

1014/160

ADVENTURE TIME

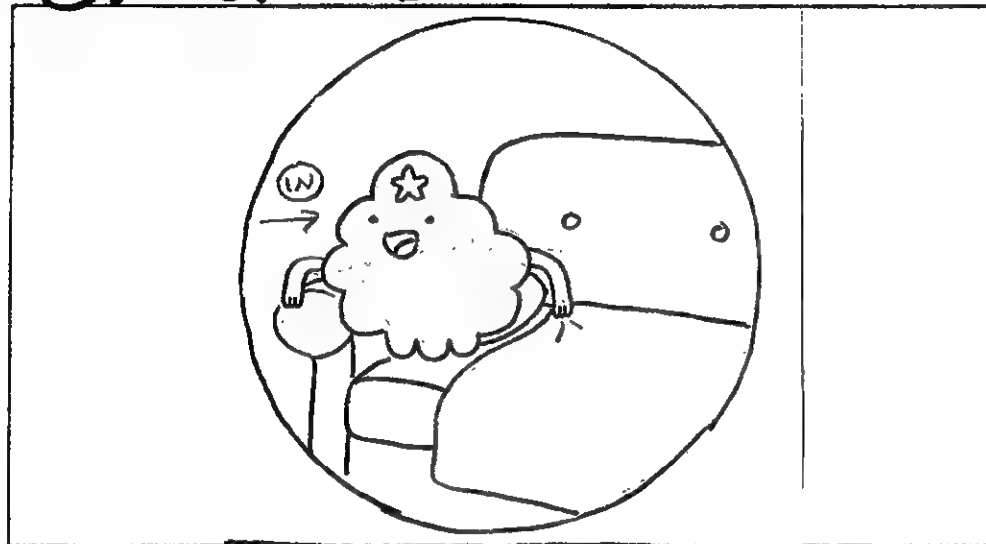


Page **96**

Sc. **59 CONT** Pnl. **B**

Bg.

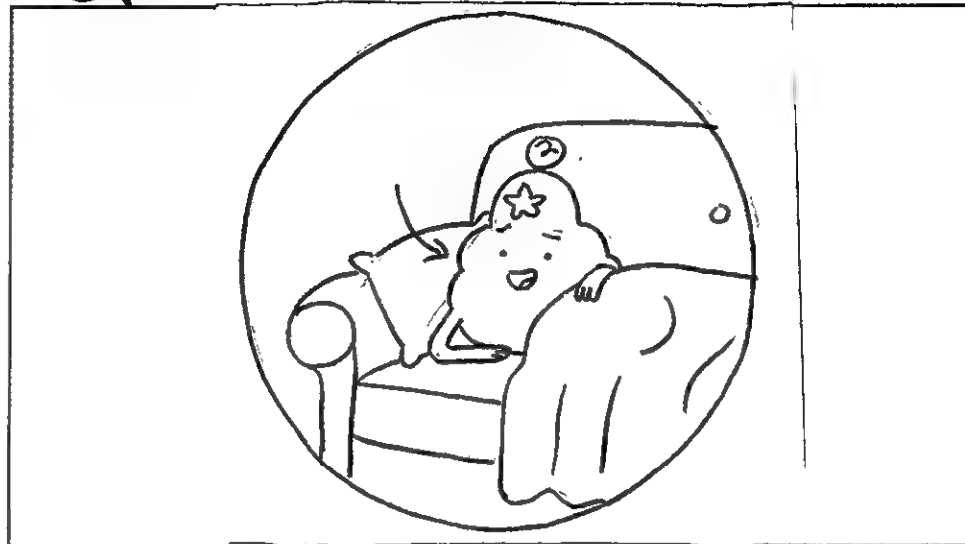
day night



Sc. **59 CONT** Pnl. **C**

Bg.

day night

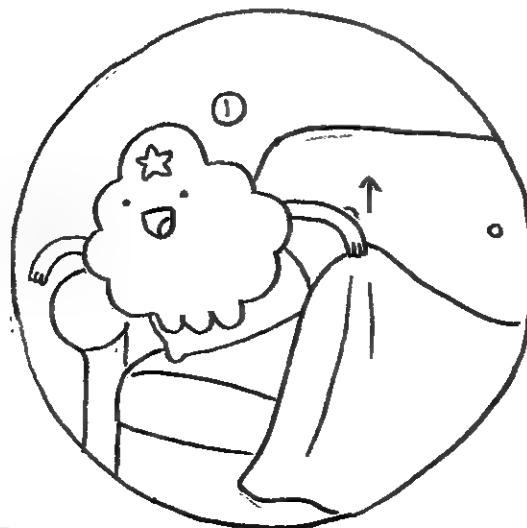


Dialog:

LSP / GO TO BED ALREADY

Action:

Timing:



LSP / ① YOU HAVE A
② BIG DAY TOMORROW

- LSP GETS UNDER BLANKETS

EPISODE# 1014-160

Production :

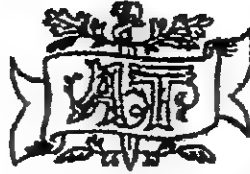
SEP 24 2013

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1014/160

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ADVENTURE TIME



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Sc. **60**

Pnl. **A**

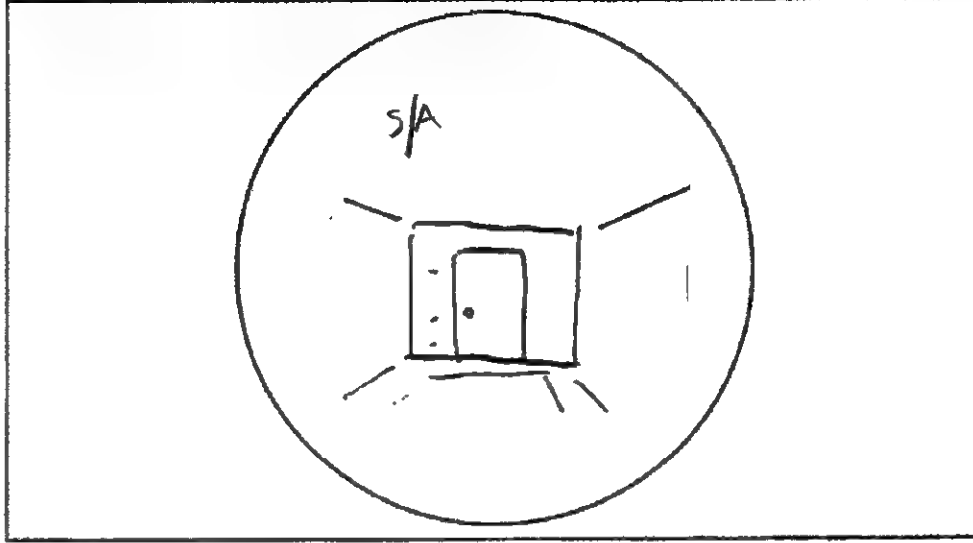
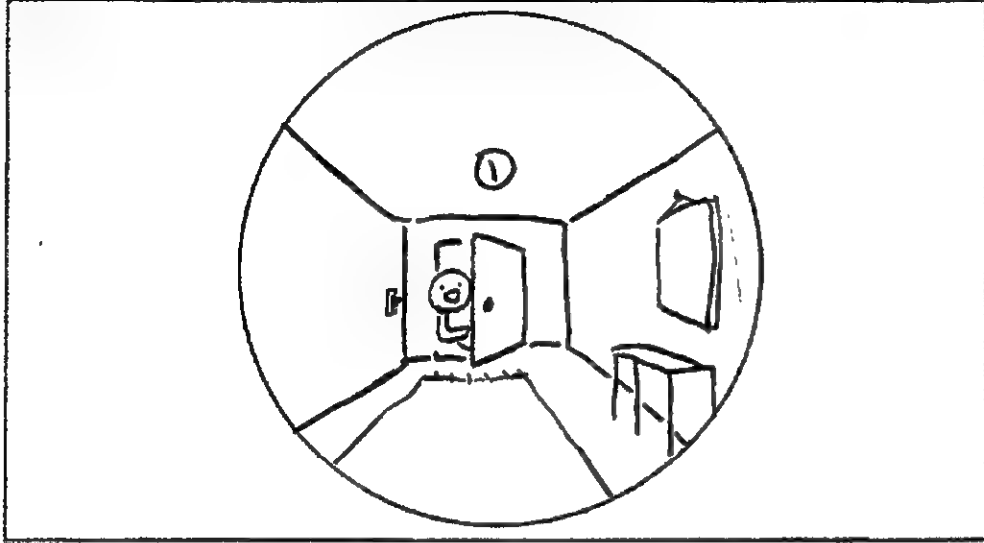
Bg.

day night

Sc. **60 cont** Pnl. **B**

Bg.

day night



| | | |
|---------|--|--|
| Dialog: | <u>I</u> / ♪ GOODD NIIGHT | |
| Action: | - JOHNNIE TURNS OUT THE LIGHT. (door closes) | |
| Timing: | | |



EPISODE # 1014-160

Production :

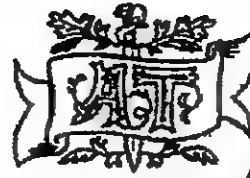
SEP 24 2013

1014/160

1014/160

See The number is the page number of the scene in the script. It is not the page number of the production script. The number is the page number of the script.

ADVENTURE TIME



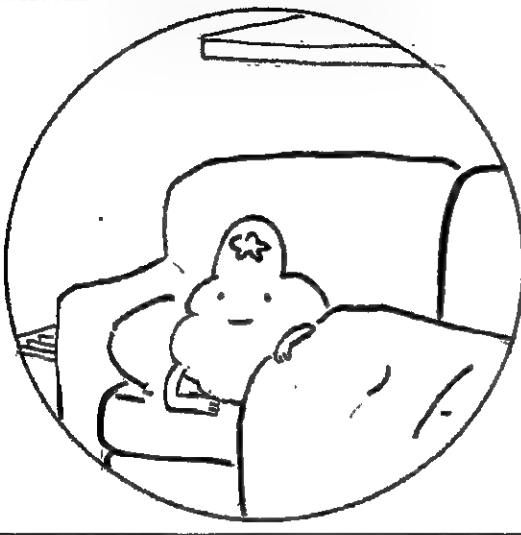
Page **98**

Sc. **61**

Pnl. **A**

Bg.

day night



Sc. **61 CONT**

Pnl. **B**

Bg.

day night



1014-160

EPISODE #

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



NO SC.
63

Page **99**

Sc. **62**

Pnl. **A**

Bg.

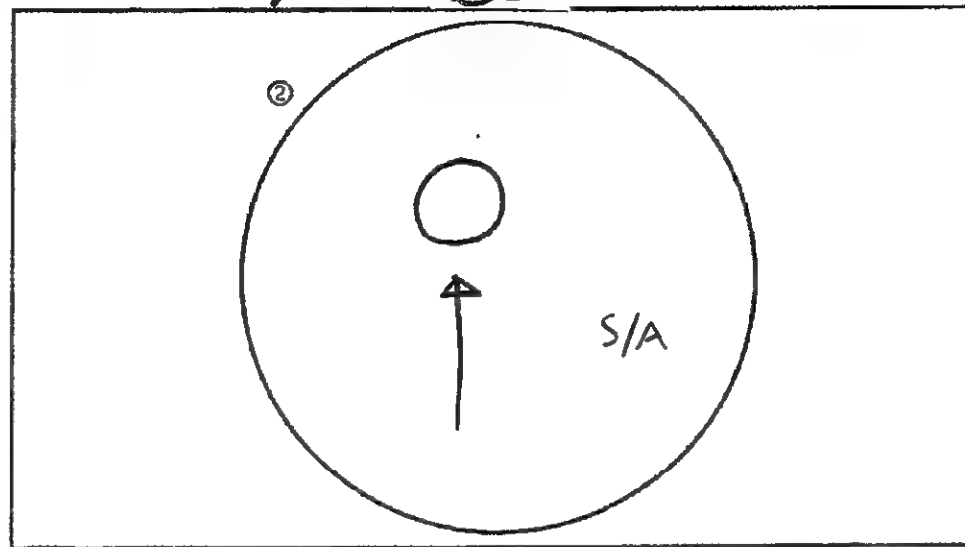
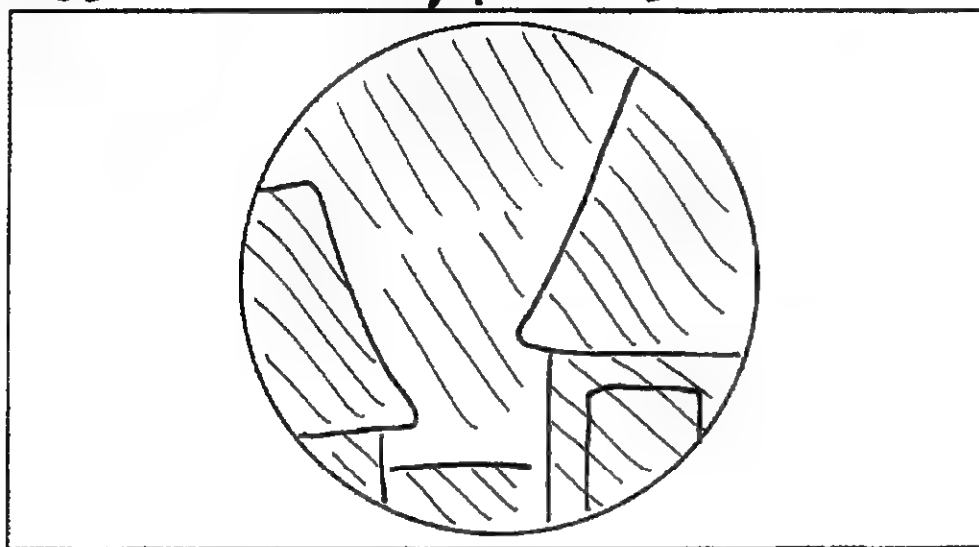
day night

Sc. **62 cont**

Pnl. **B**

Bg.

day night



EPISODE # **1014-160**

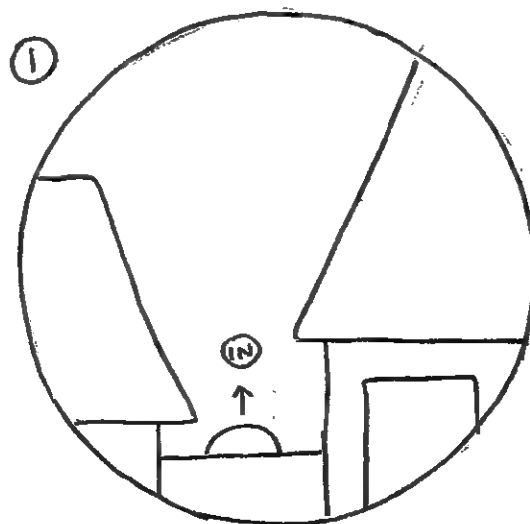
1014/160

Dialog:

Action:

- EXT. CANDY KINGDOM

Timing:



(SUNRISE)

PAN UP w/ SUN

Production :

SEP 24 2013

1014/160

1014/160

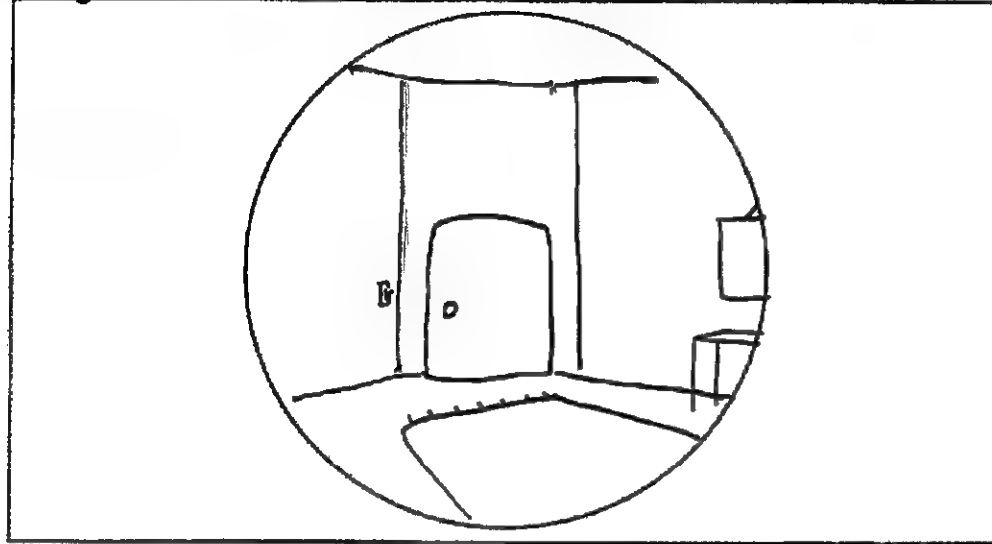
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ADVENTURE TIME

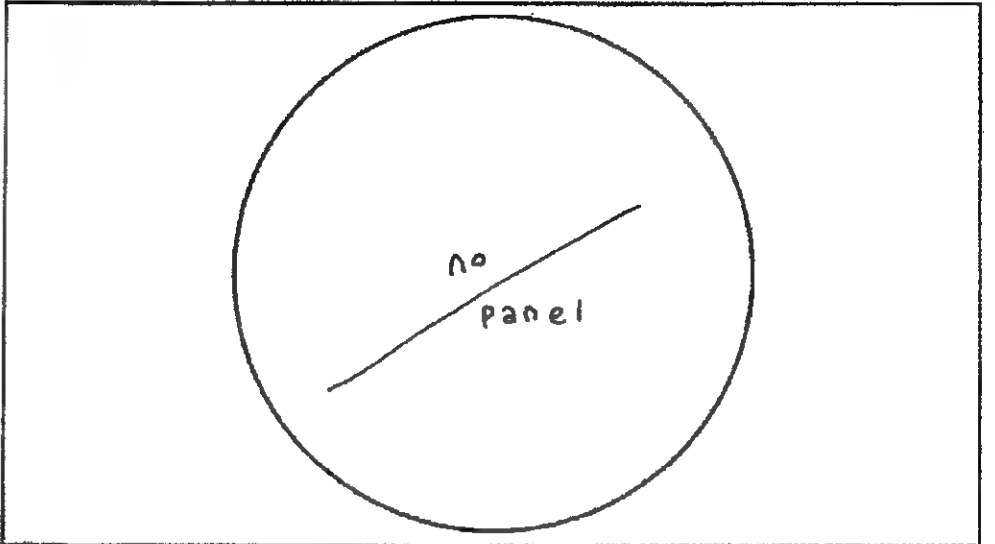


Page 100

Sc. 64 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE # 1014-160

Production :

SEP 24 2013

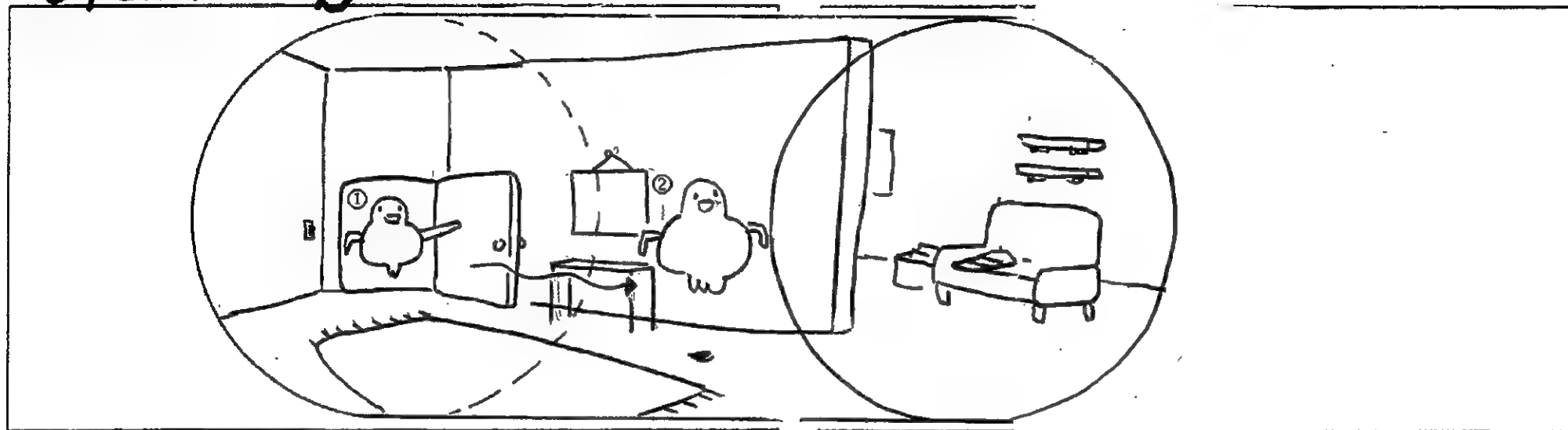
1014/160

ADVENTURE TIME



Page 101

Sc. 64 const Pnl. B Bg. day night



Dialog:

J/ RISE AND SHINE!

J/ I HOPE YOU LIKE PANCAKES ...

Action:

- J. OPENS DOOR
AND FLOATS RIGHT
- PAN W/ J.

PAN
START



Timing:

1014-160

EPISODE #

Production :

SEP 24 2013

1014/160

1014/160

1014/160

1014/160

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ADVENTURE TIME



Sc. **64 cont** Pnl. **C**

Bg.

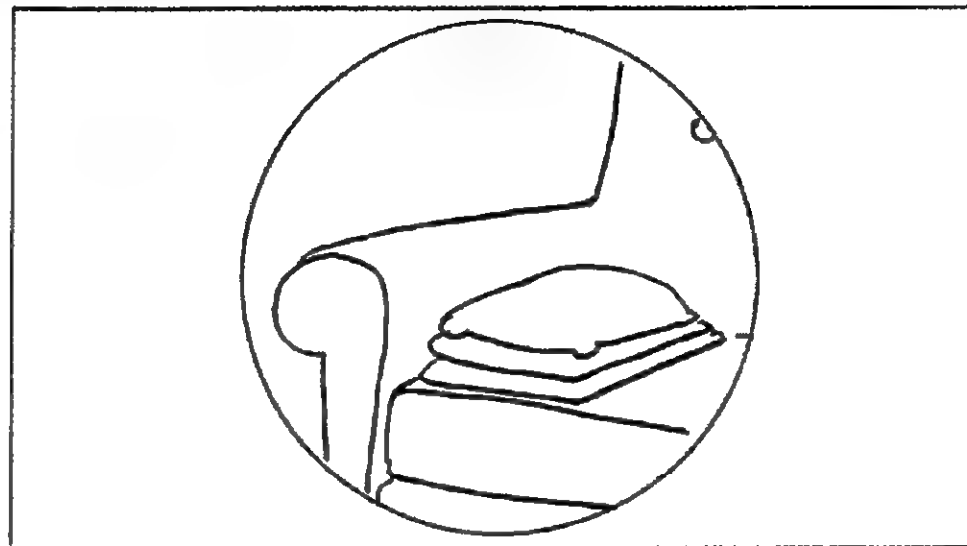
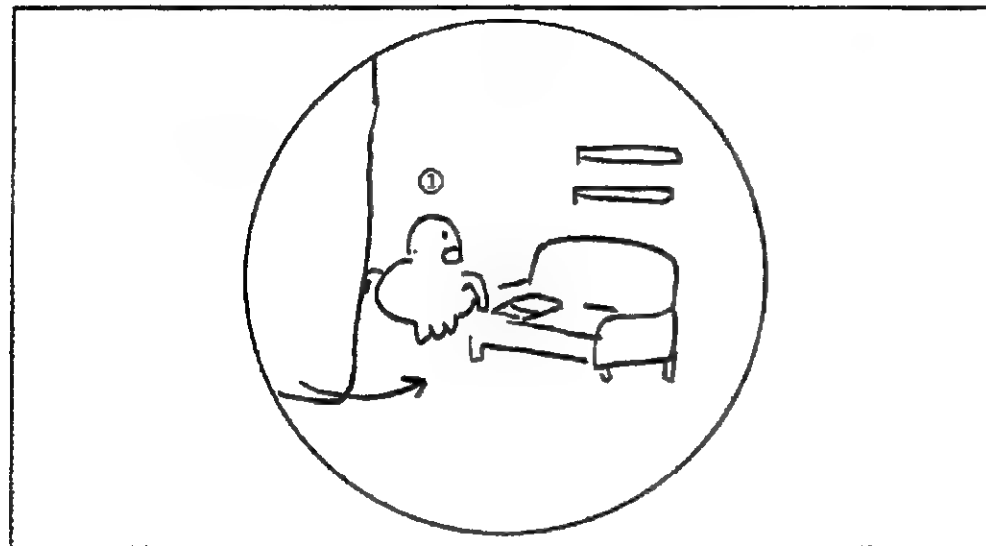
day night

Sc. **65**

Pnl. **A**

Bg.

Page **102**
day night



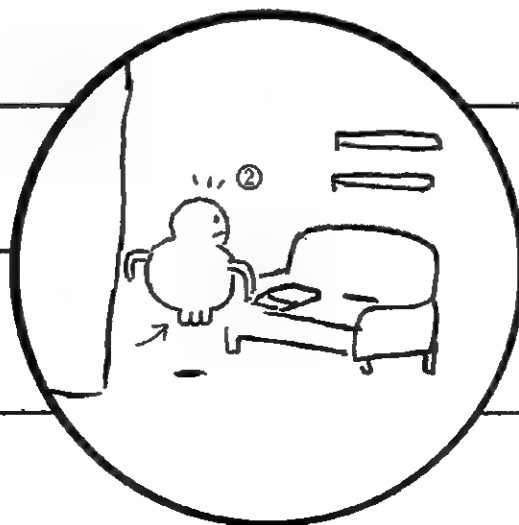
EPISODE # **1014-160**

Dialog:

J / 'CUZ I GOT -

Action:

Timing:



(Blanket and sheet
neatly folded like
in the movie "The
Blind Side".)

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Sc. **66**

Pnl. **A**

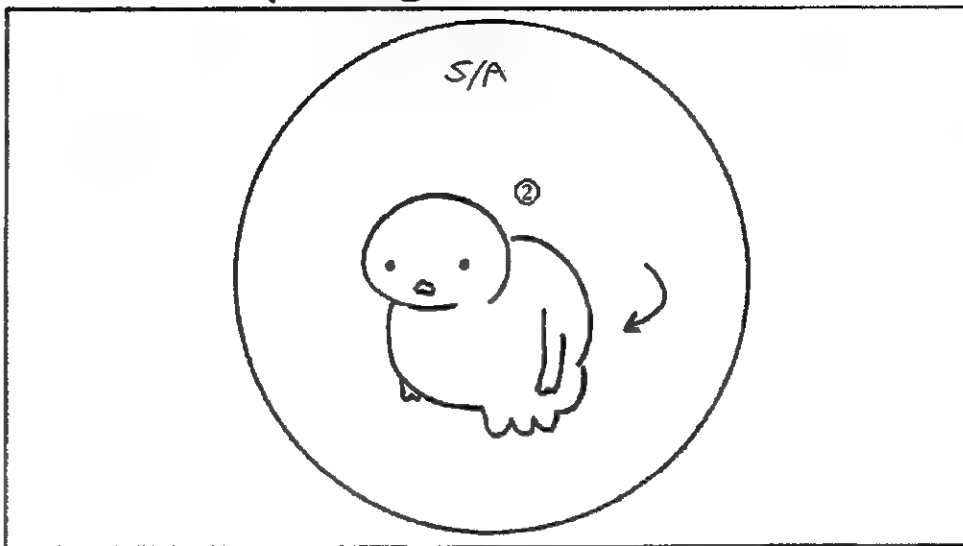
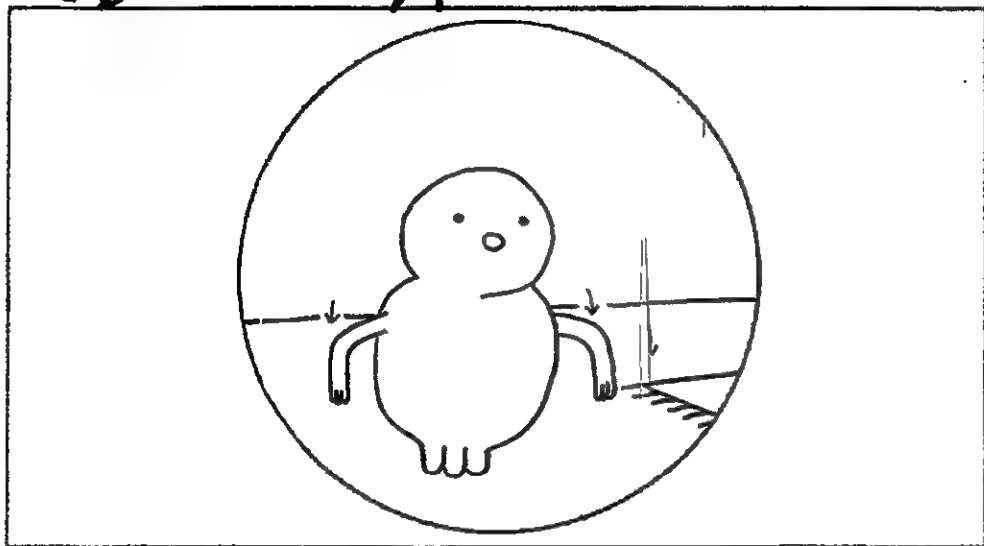
Bg.

day night

Sc. **66 CONT** Pnl. **B**

Bg.

Page **103**
103A NEXT
day night



Dialog:

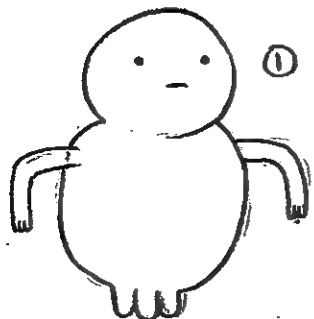
J / OH ...

J / I GUESS SHE'LL BE
THE ONE WHO GOT AWAY..

Action:

(arms lower slightly)

Timing:



EPISODE # **1014-160**

Production :

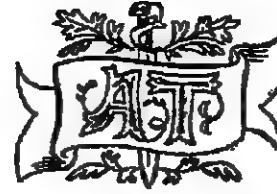
SEP 24 2013

1014/160

1014/160

1014/160

ADVENTURE TIME



Page 103A

103B NEXT
day night

Sc. 66 *CONT*

Pnl. C

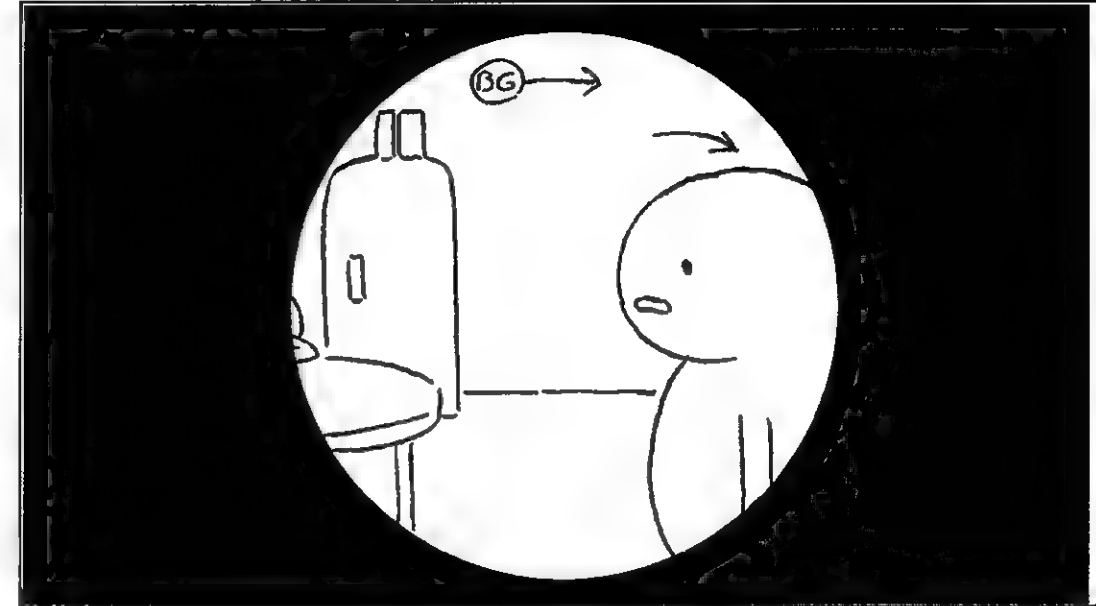
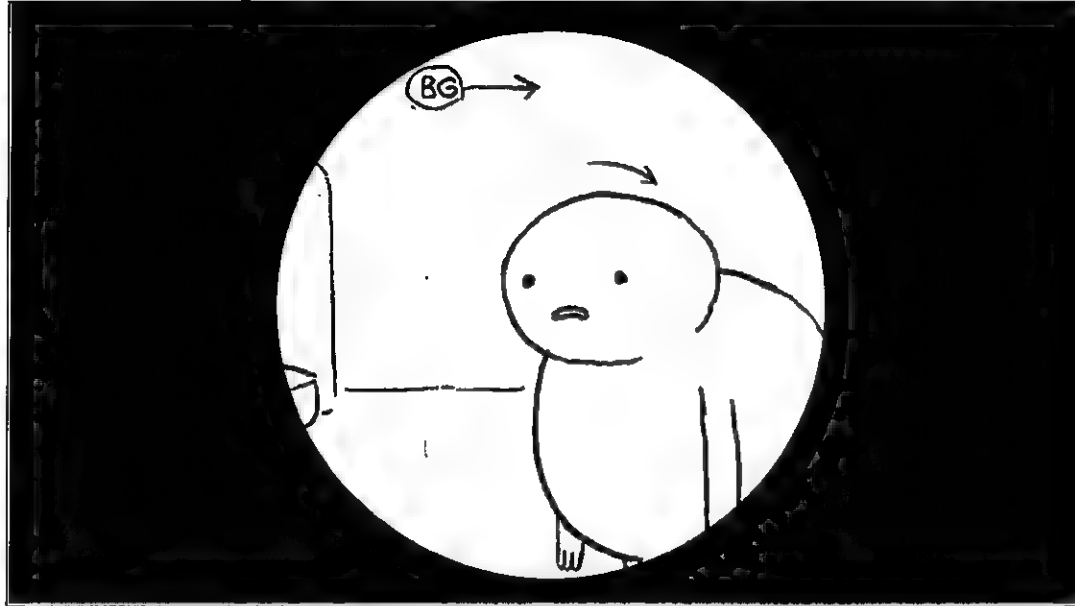
Bg.

day night

Sc. 66 *CONT*

Pnl. D

Bg.



Dialog:

Action:

-BG pans to reveal LSP at table

-Johnnie turns and animates to foreground

Timing:



CAM BANANA PANS
AROUND JOHNNIE

SEP 24 2013

Production :

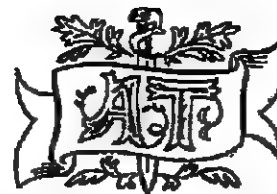
EPISODE# 1014-160

1014/160

1014/160

1014/160

ADVENTURE TIME



Page 103B

104 NEXT
day night

Sc. 66 *cont*

Pnl. E

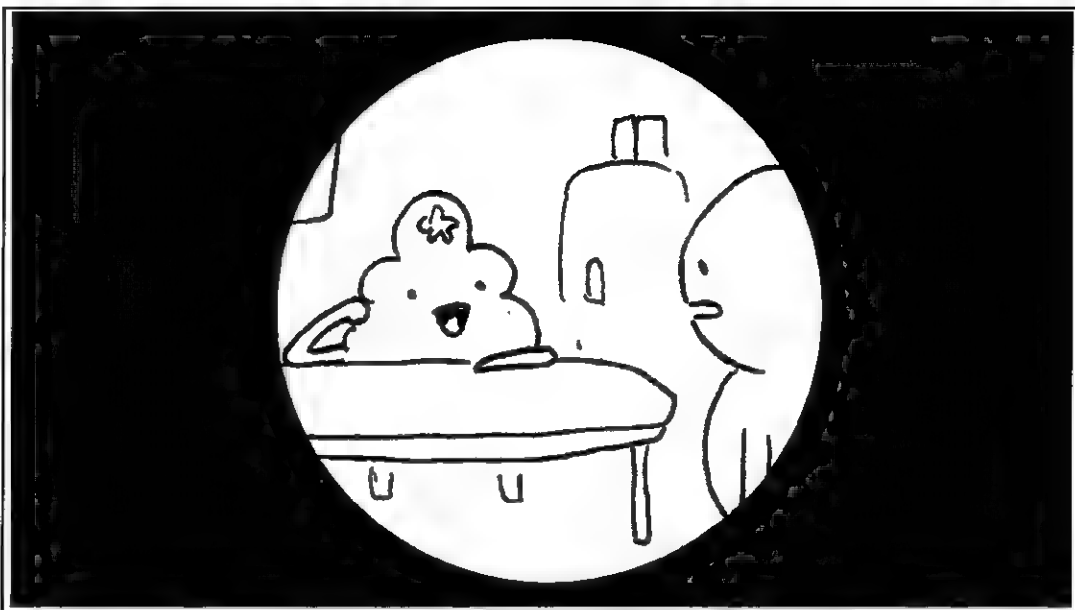
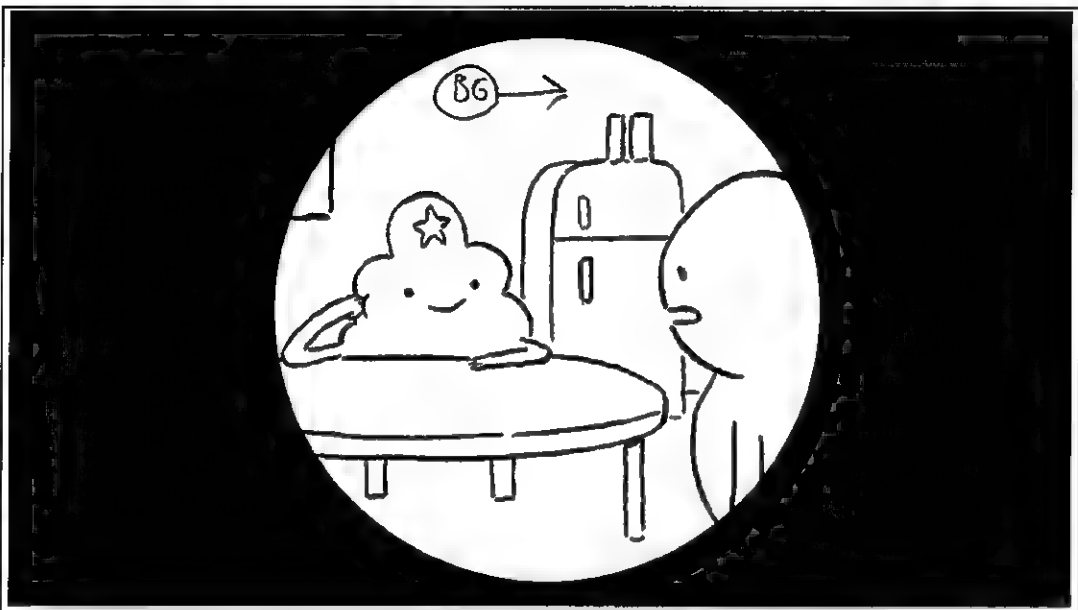
Bg.

day night

Sc. 66 *cont*

Pnl. F

Bg.



Dialog:

LSP / LOOKING FOR SOMEONE ?

Action:

Timing:

SEP 24 2013

Production :

EPISODE# 1014-160

1014/160

1014/160

1014/160

ADVENTURE TIME



Sc. **66 CONT** Pnl. G

Bg.

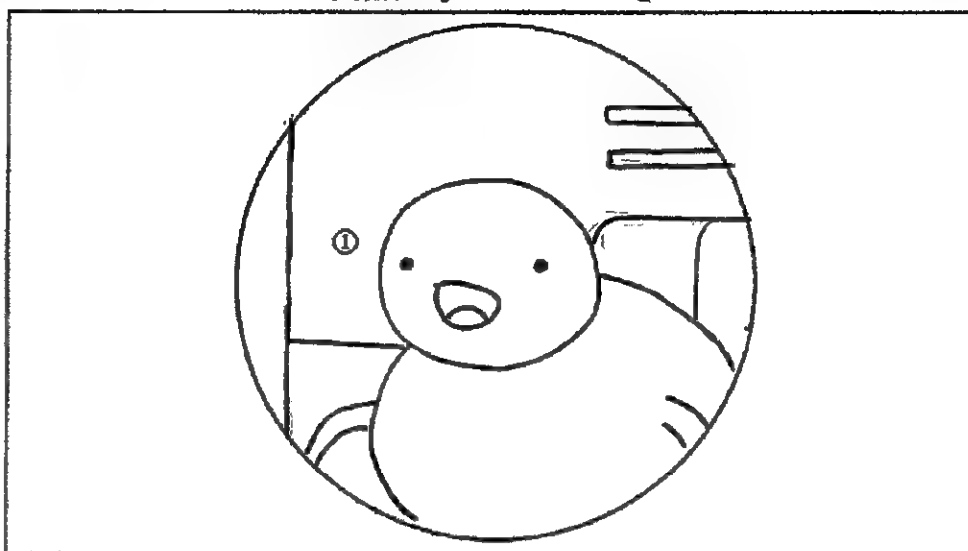
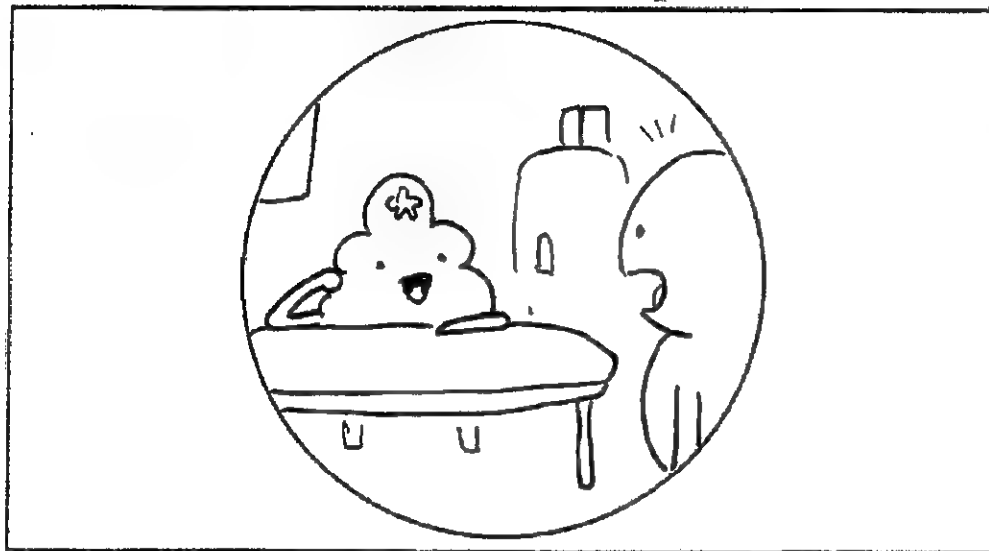
day night

Sc. **67**

Pnl. **A**

Bg.

Page **104**
day night



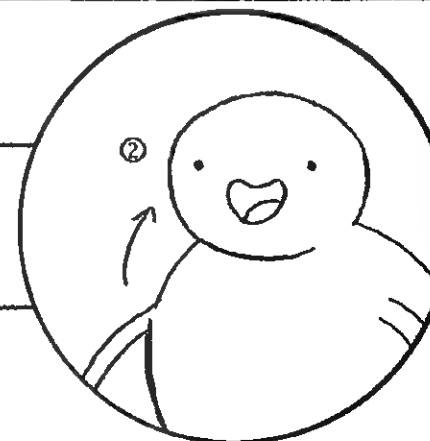
Dialog:

J / YOU'RE ... YOU'RE
STILL HERE !

Action:

- ANIMATED CAM MOVE TO SHOW LSP.

Timing:



EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Sc. 68

Pnl. A

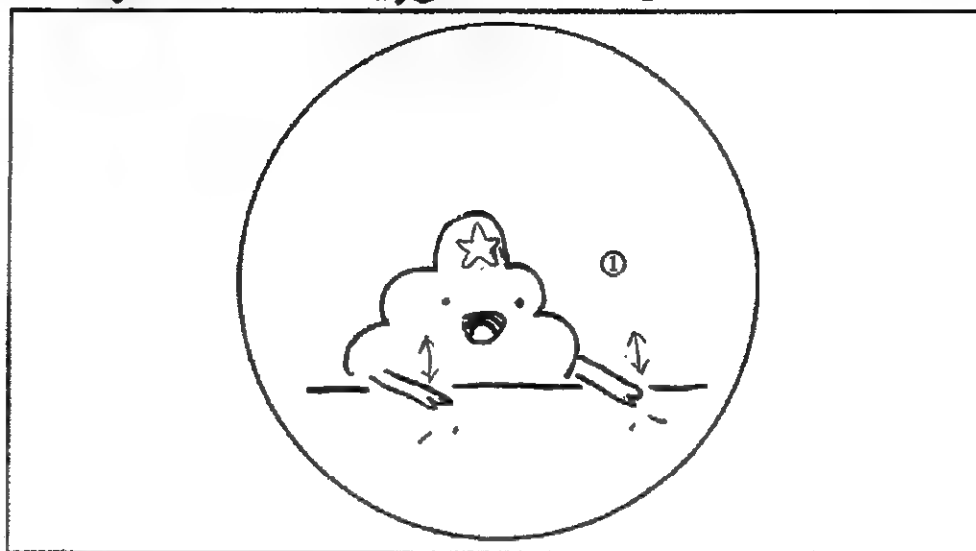
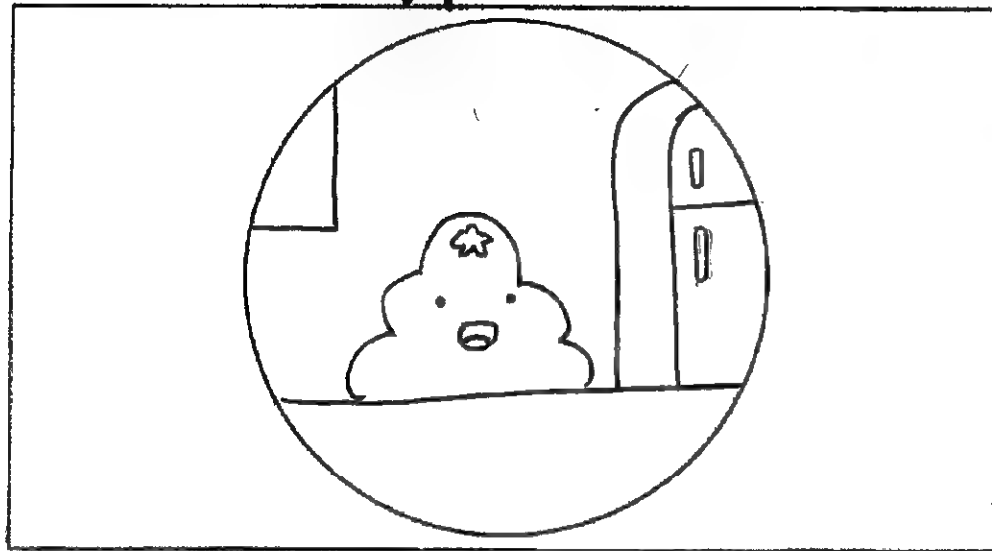
Bg.

day night

Sc. 68 CONT Pnl. B

Bg.

Page 105
day night



Dialog:

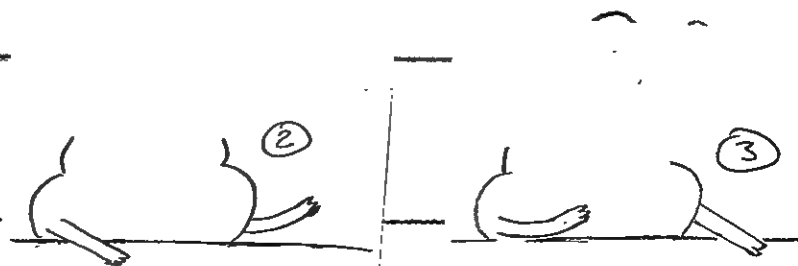
LSP / OF COURSE I AM

LSP / NOW MAKE ME
SOME BREAKFAST!

Action:

-LSP DRUMS ON TABLE.

Timing:



1014-160
EPISODE

Production :

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1014/160

1014/160

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1014/160

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ADVENTURE TIME



Page 106

Sc. 68 cont Pnl. 2

Bg.

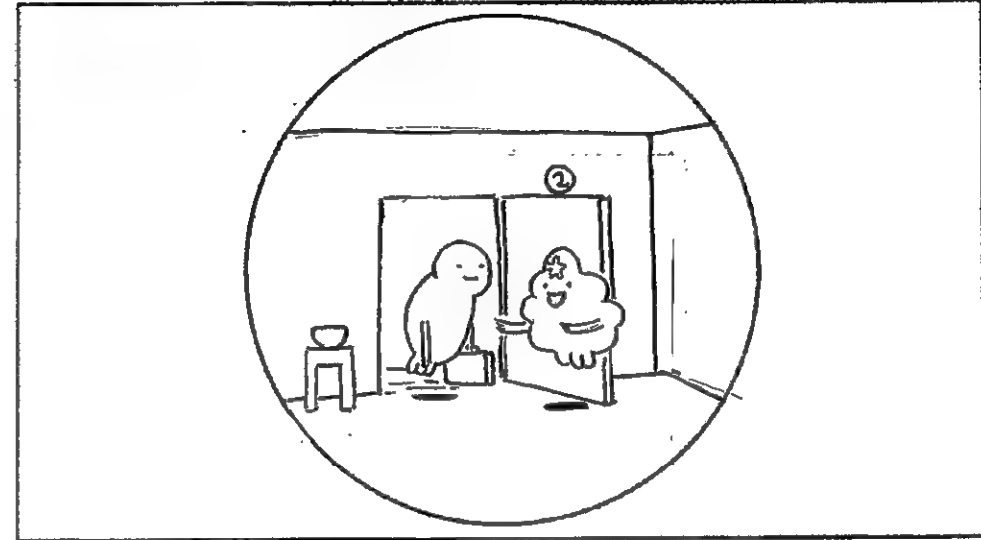
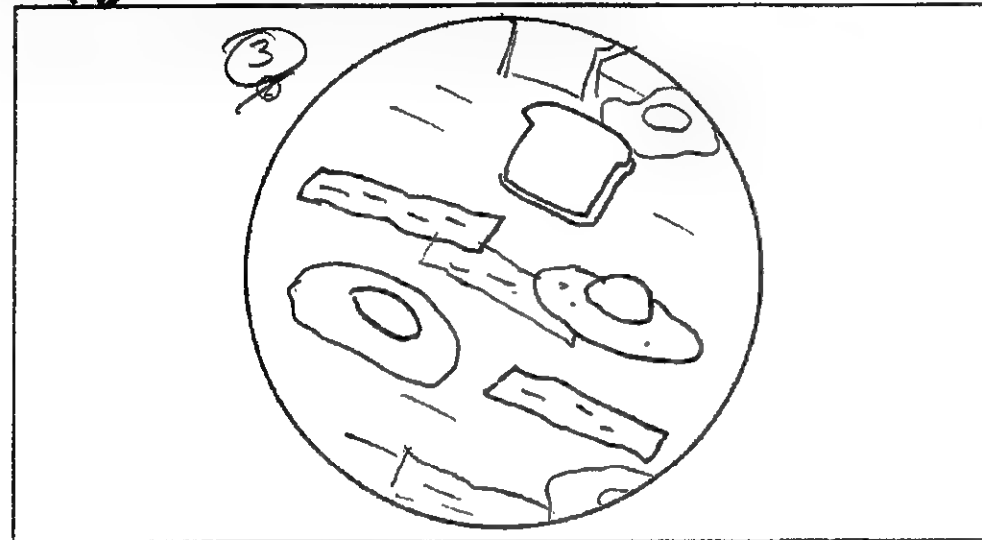
day night

Sc. 69

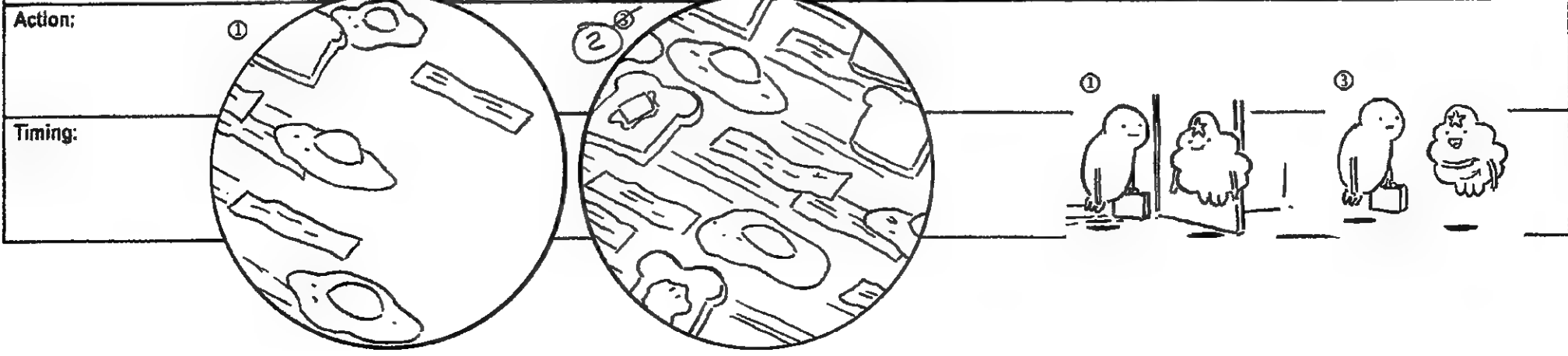
Pnl. A

Bg.

day night



Dialog: { BREAKFAST WIPE! } LSP / OK, JOHNNIE, GOOD LUCK AT YOUR MEETING AND REMEMBER . . . (3) I'll be right over there...



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Production :

SEP 24 2013

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ADVENTURE TIME



Page **107**

Sc. **69 CONT** Pnl. **B**

Bg.

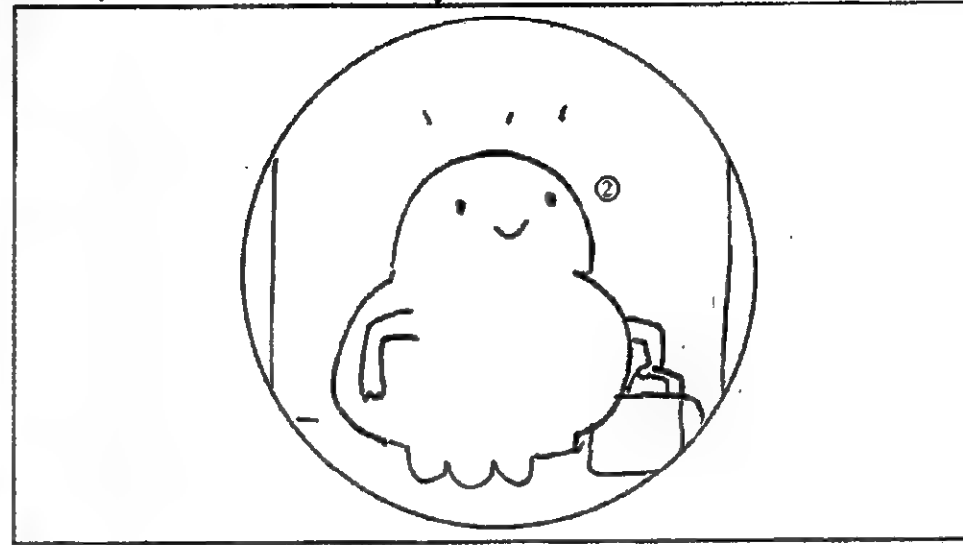
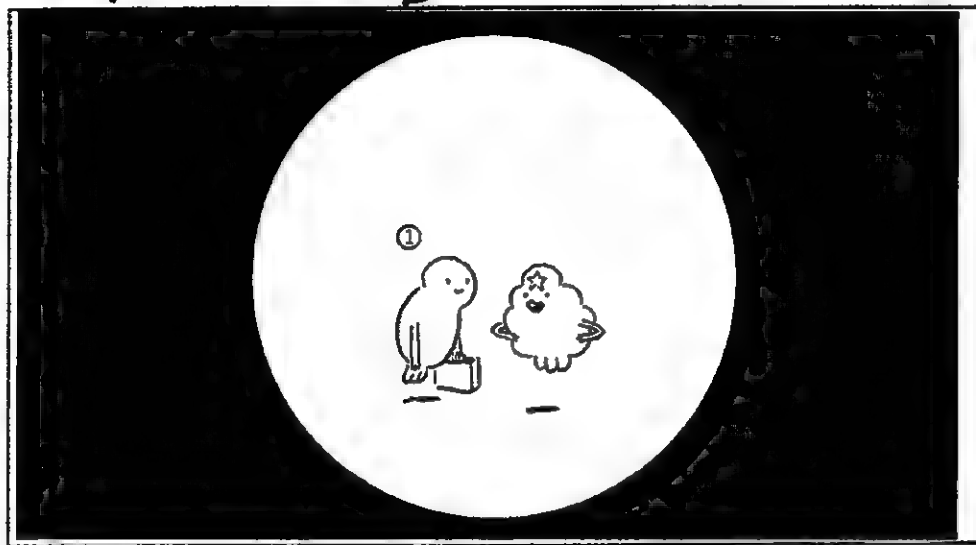
day night

Sc. **70**

Pnl. **A**

Bg.

day night



1014-160

EPISODE #

| | | |
|---------|---|---|
| Dialog: | <p><u>LSP /</u> SENDING YOU GOOD VIBES WHILE YOU'RE WOWING PRINCESS BUBBLEGUM</p> | <p><u>LSP / (OS) (ECHO)</u> SENDING YOU GOOD VIBES SENDING YOU GOOD VIBES</p> |
| Action: | (3) Johnnie straightens up | |
| Timing: | | |

Production :

SEP 24 2013

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1014/160

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ADVENTURE TIME



Page **108**

Sc. **70 CONT** Pnl. **B**

Bg.

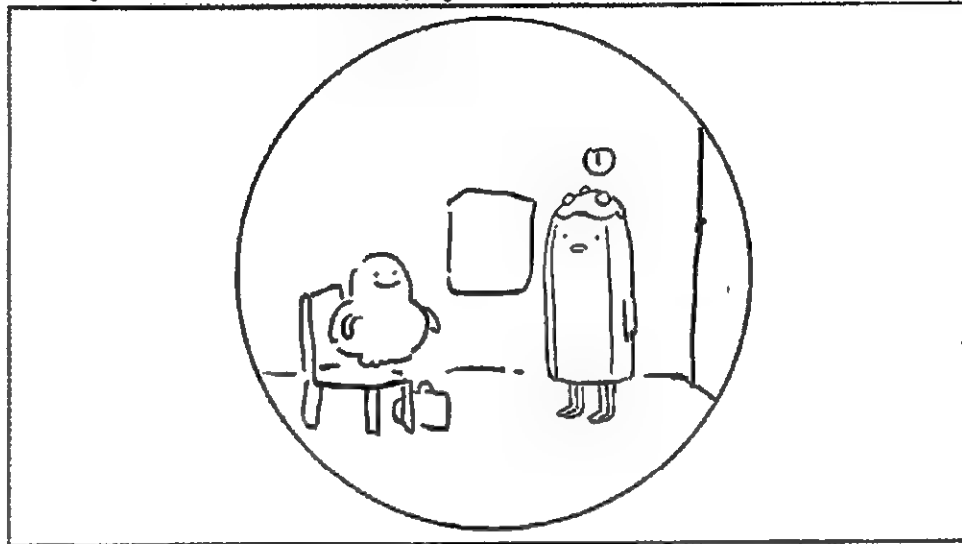
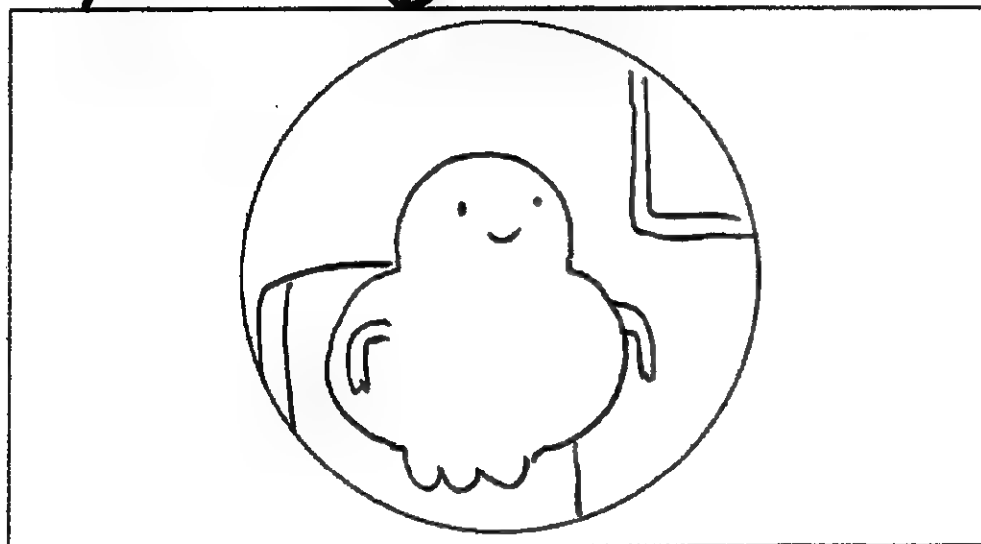
day night

Sc. **71**

Pnl. **A**

Bg.

day night



EPISODE # **1014-160**

Production :

SEP 24 2013

Dialog:

B. GUARD #1 / YO, WHY ARE YOU SO CONFIDENT,
MAN? AREN'T YOU NERVOUS TO
MEET THE PRINCESS?

Action:

< match
Dissolve to Johnnie
sitting in PB's waiting room >

Timing:



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1014/160

1014/160

1014/160

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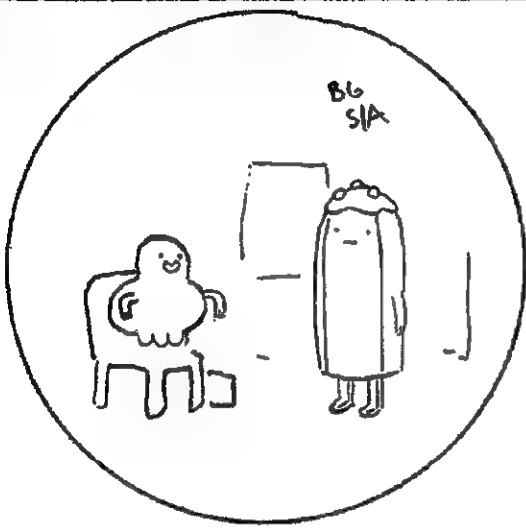
ADVENTURE TIME



Sc. **71 CONT** Pnl. **B**

Bg.

day night



Sc. **72**

Pnl. **A**

Bg.

day night



Dialog:

J/ NOPE! MY GF IS BACK AT
MY PLACE SENDING ME GOOD VIBES.

Action:

(LSP watching TV)

Timing:

EPISODE #

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Production :

SEP 24 2013

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ADVENTURE TIME



Sc. **72 CONT** Pnl. **B**

Bg.

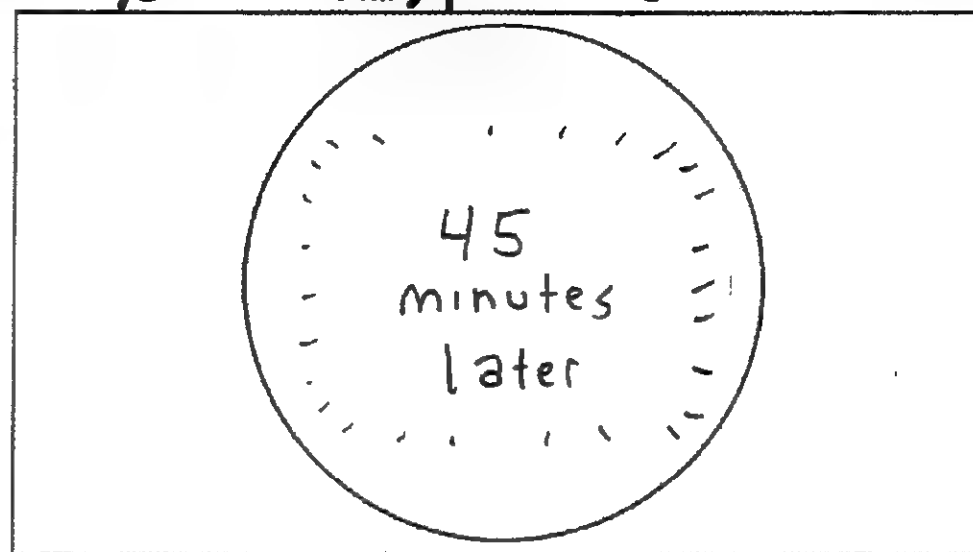
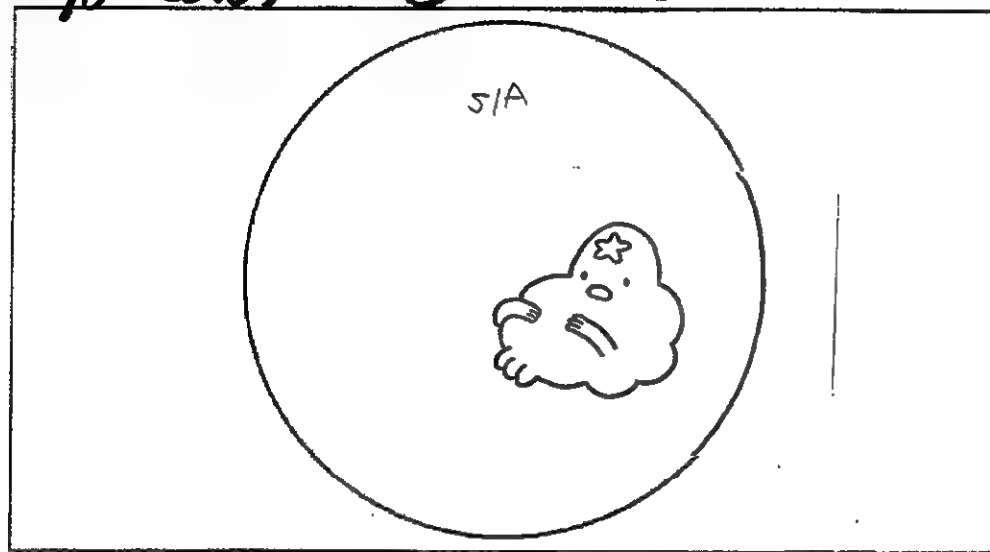
day night

Sc. **73**

Pnl. **A**

Bg.

Page **110**
day night



| | |
|---------|--|
| Dialog: | <u>LSP</u> / JONNIE'S FRIEND HAS SO MANY MOVIE CHANNELS |
| Action: | |
| Timing: | |

EPISODE **1014-160**

Production :

SEP 24 2013

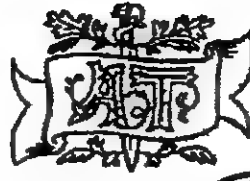
1014/160

1014/160

1014/160

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ADVENTURE TIME



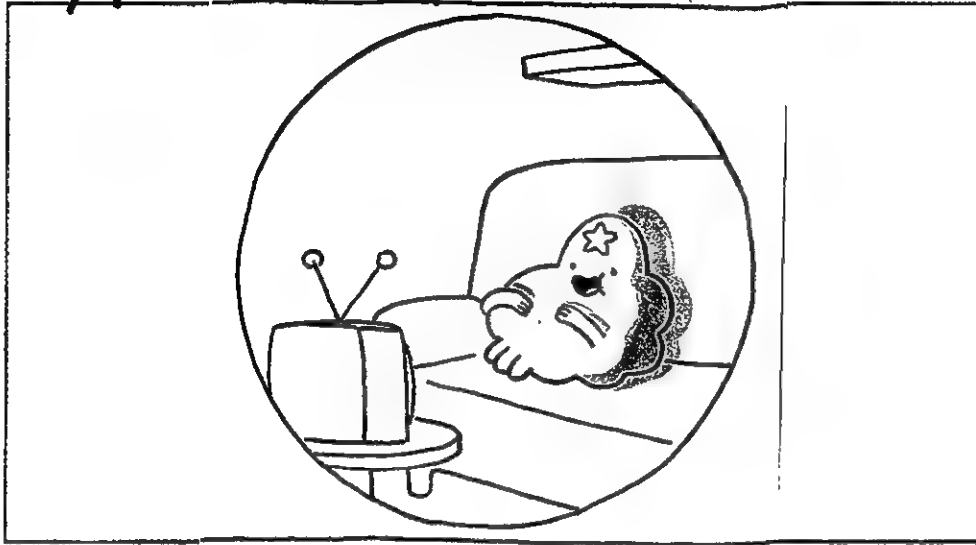
Page 111

Sc. 74

Pnl. A

Bg.

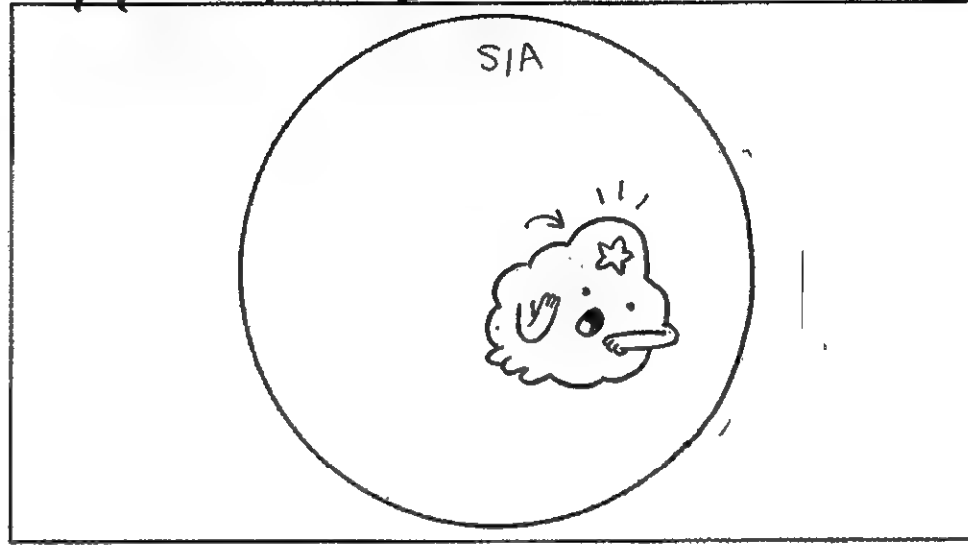
day night



Sc. 74 CONT Pnl. B

Bg.

day night



EPISODE # **1014-160**

Production :

SEP 24 2013

1014/160

1014/160

Dialog:

LSP / haha, THAT MOVIE
WAS SO DUMB.

LSP / OH POOP!
JOHNNIE'S MEETING!

Action:

Timing:

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1014/160

ADVENTURE TIME

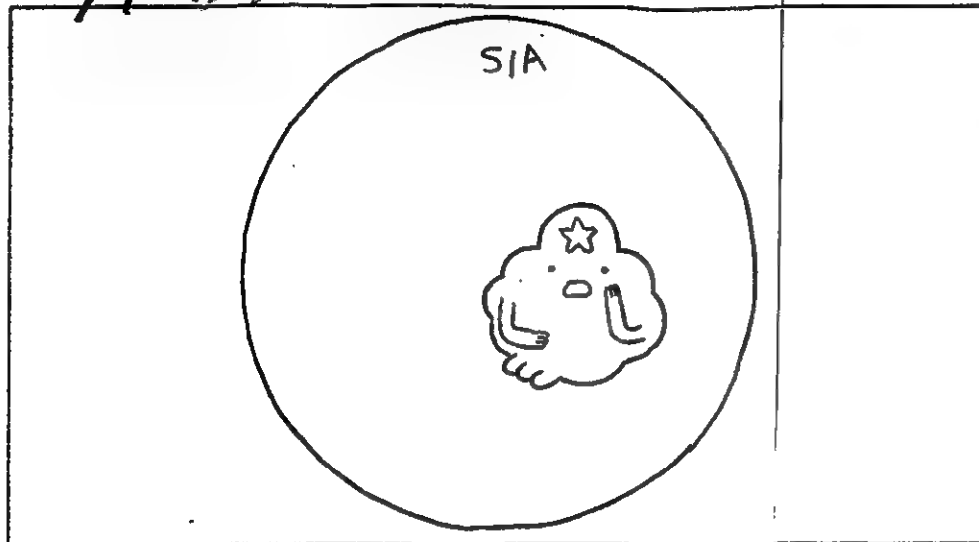


Page 112

Sc. 74 CONT Pnl. C

Bg.

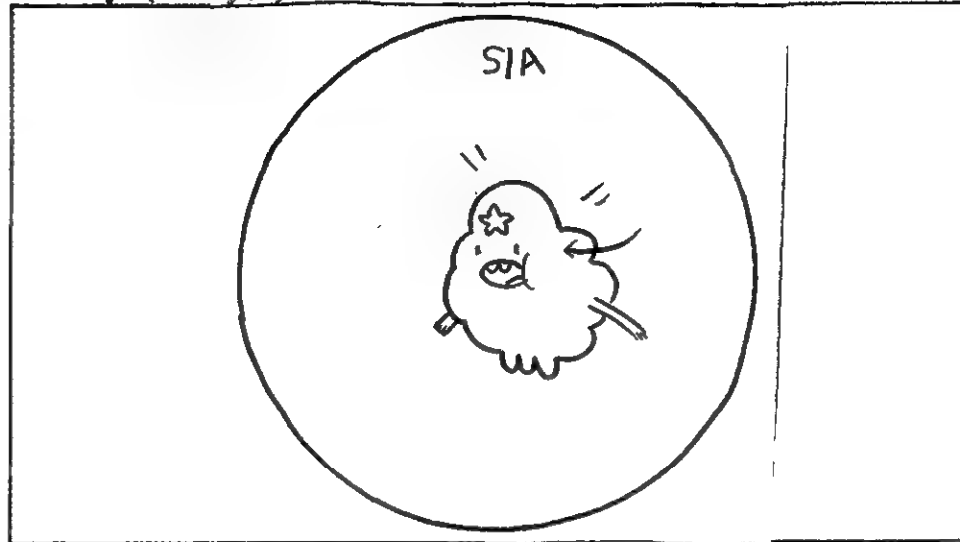
day night



Sc. 74 CONT Pnl. D

Bg.

day night



EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

Dialog:

LSP / I WONDER HOW
IT WENT...

SFX < DOOR >

LSP / JOHNNIE !!

Action:

Timing:

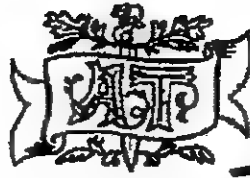
1014/160

1014/160

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ADVENTURE TIME

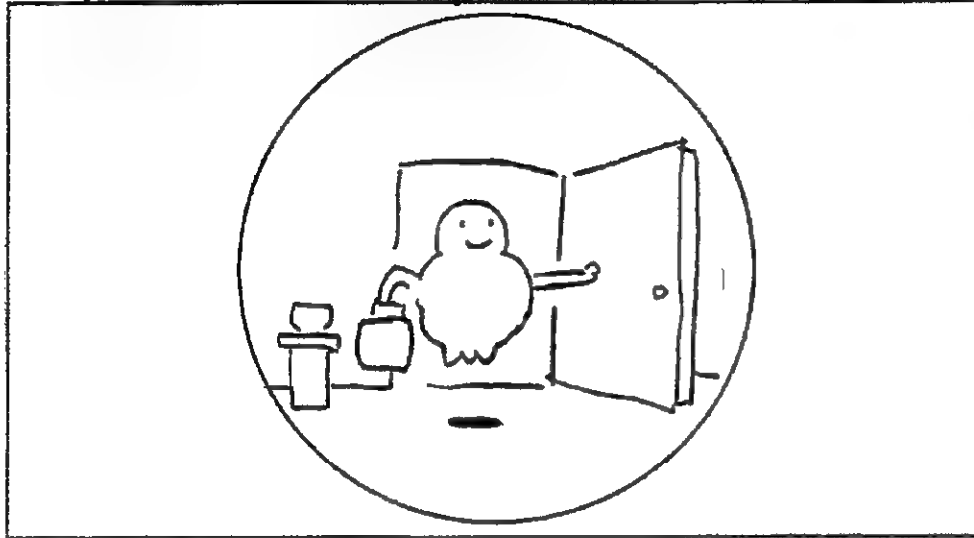


Sc. 75

Pnl. A

Bg.

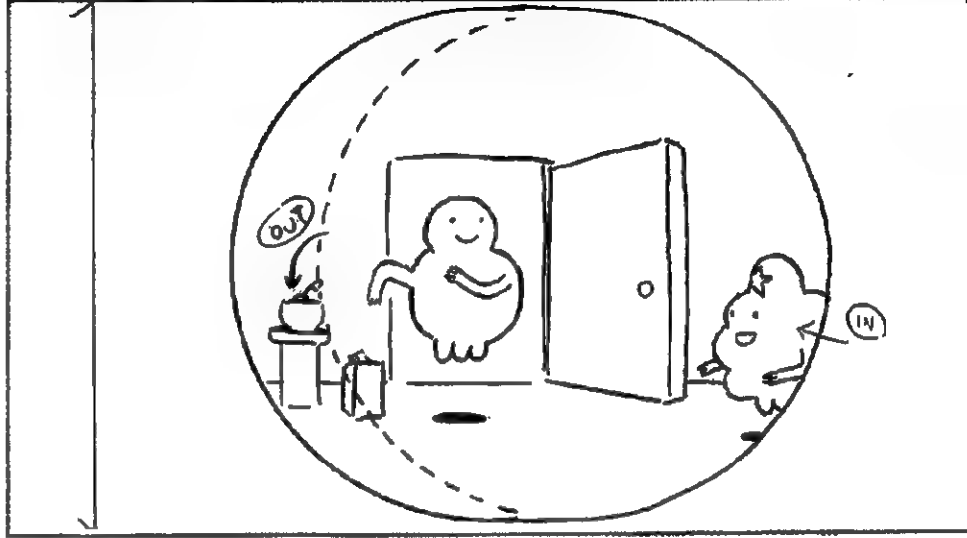
day night



Sc. 75 CONT Pnl. B

Bg.

day night



Page 113
113A NEXT

Dialog:

LSP / (OS) OH, JOHNNIE !

LSP / YOU'RE HOME !
- SFX CLINK.

Action:

CAM
ADJ → AS LSP
enters

Timing:



(Johnnie drops briefcase on ground
and tosses keys in bowl next to door)

EPISODE# 1014-160

Production :

SEP 24 2013

ADVENTURE TIME



Page 113A
~~114 NEXT~~
 day night

Sc. 75 *CONT*

Pnl. C

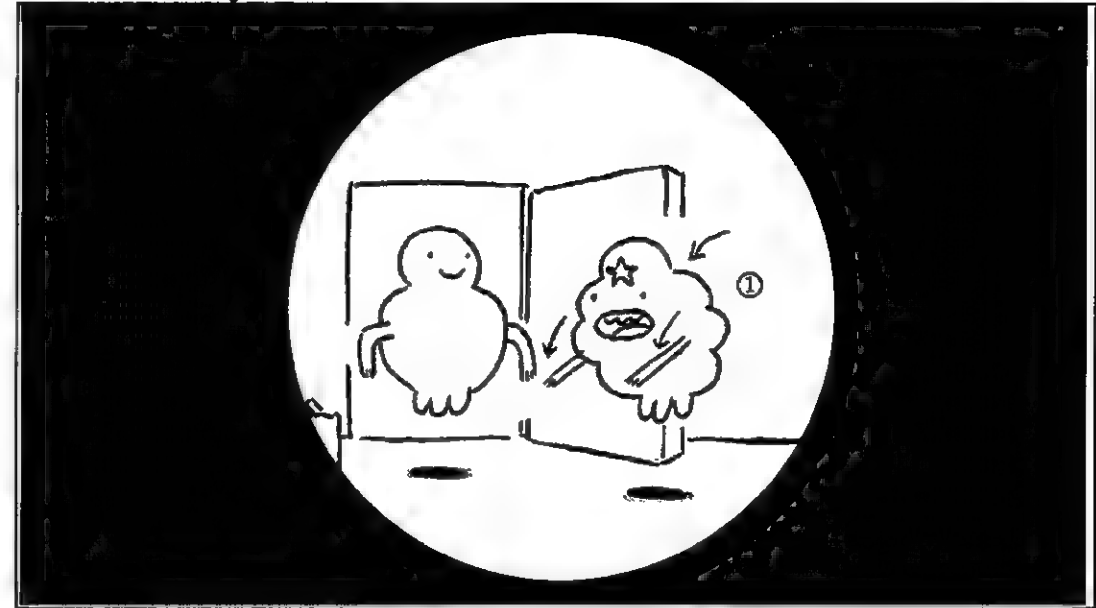
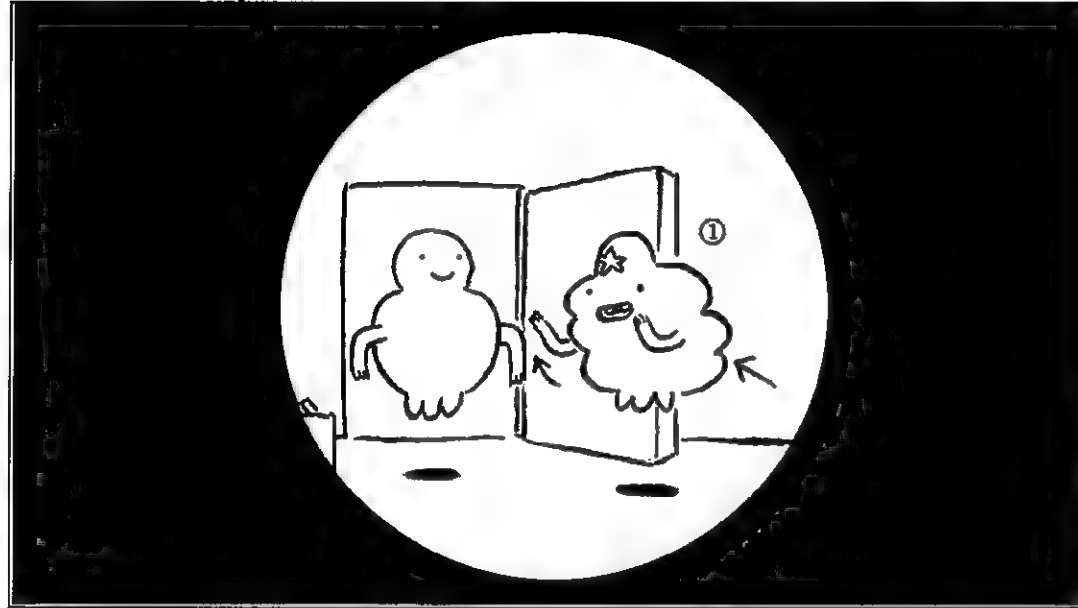
Bg.

day night

Sc. 75 *CONT*

Pnl. D

Bg.



Dialog:

LSP/ How'd it go? Oh don't keep me -
 (1) (2)

LSP/ in suspense JOHNNY!
 (1) (2)

Action:

-LSP shakes arms

Timing:



SEP 24 2013

Production :

EPISODE# 1014-160

1014/160

1014/160

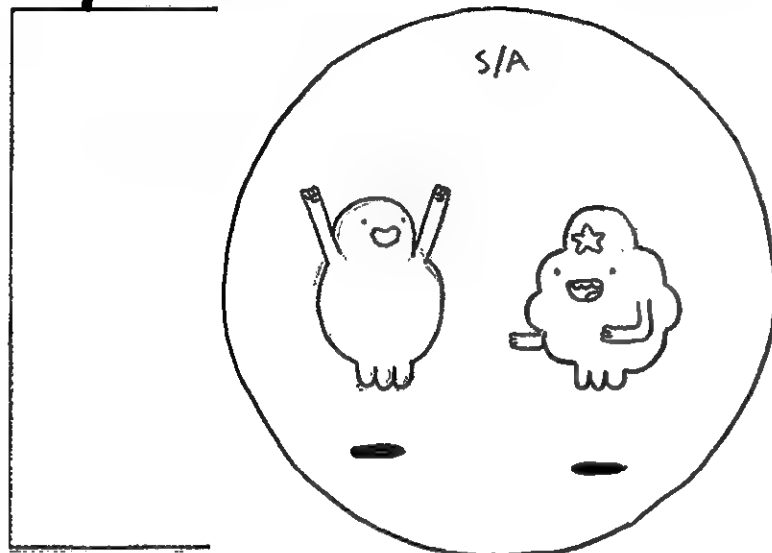
1014/160

ADVENTURE TIME



Page 114

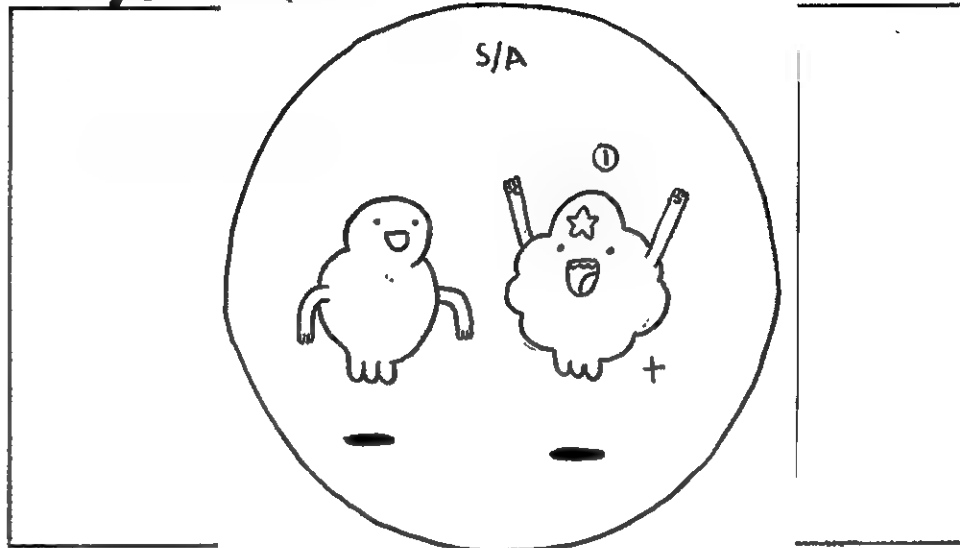
Sc. 75 CONT Pnl. E Bg.



day night

Sc. 75 CONT Pnl. F Bg.

day night



1014-160

EPISODE #

Dialog:

J / I DID IT, BABE! I
LANDED THE SALE!

LSP / ^①JOHNNIE, THAT'S
WONDERFUL! ^②

Action:

Timing:



Production :

SEP 24 2013

1014/160

1014/160

1014/160

ADVENTURE TIME



Page 115

Sc. 76

Pnl. A

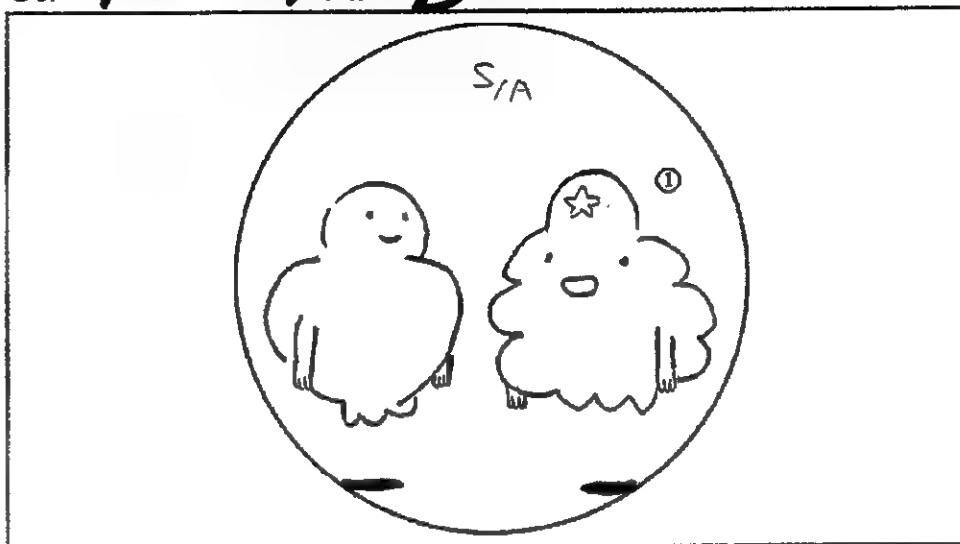
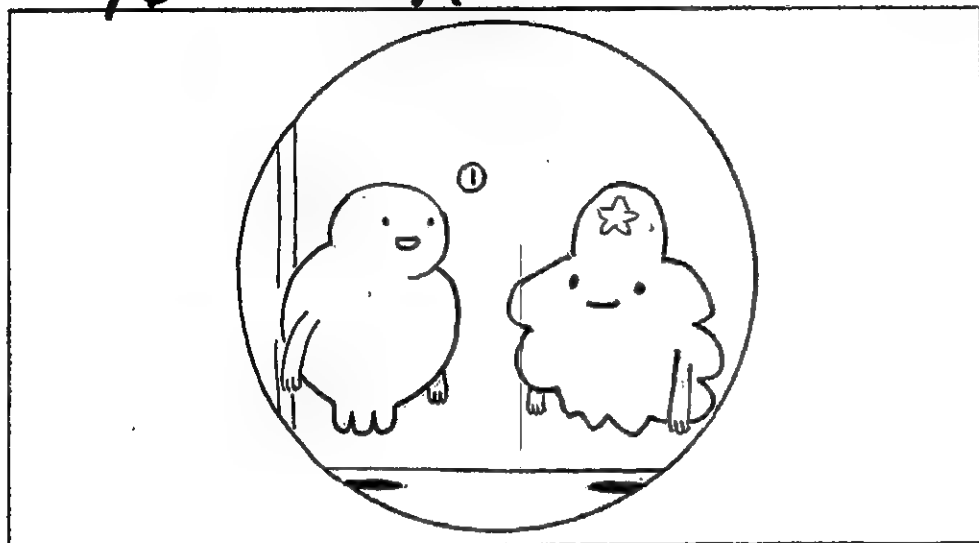
Bg.

day night

Sc. 76 cont Pnl. B

Bg.

day night



Dialog:

J/ AND I COULDN'T HAVE
— DONE IT WITHOUT YOU.

LSP / I KNOW.

Action:

Timing:



EPISODE # 1014-160

Production :

SEP 24 2013

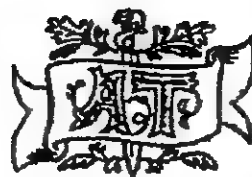
1014/160

1014/160

1014/160

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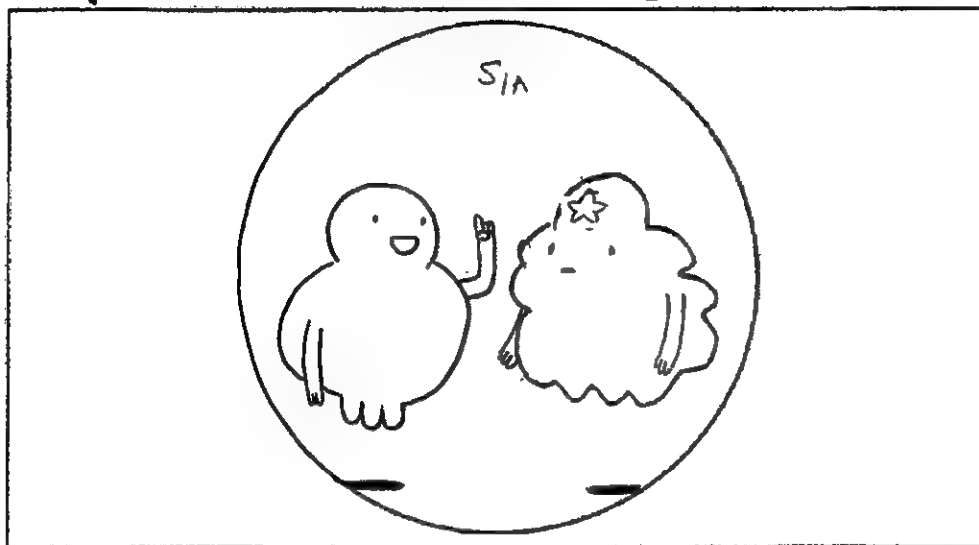
ADVENTURE TIME



Sc. 76 CONT Pnl. C

Bg.

day night

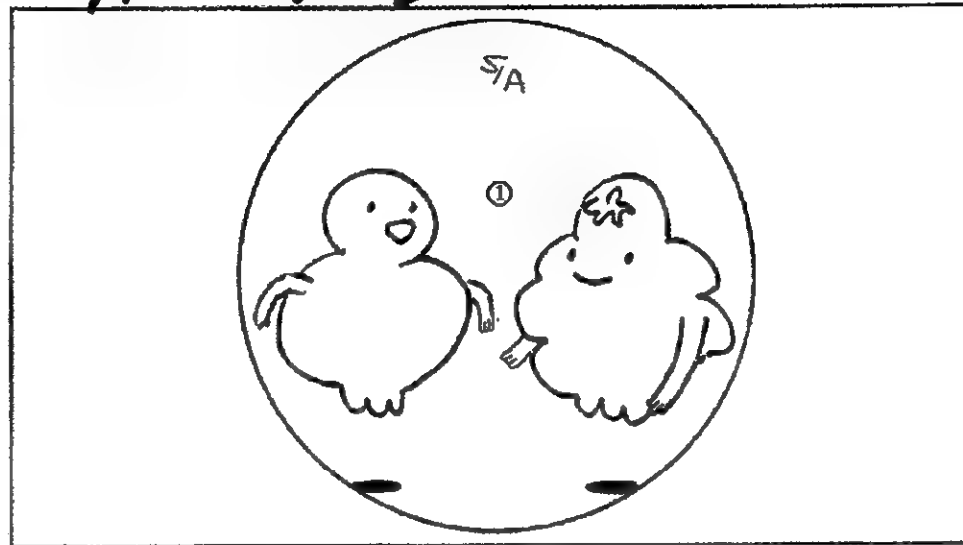


Sc. 76 CONT Pnl. D

Bg.

day night

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EPISODE # 1014-160

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Dialog:

J/ AND HERE'S THE
BEST PART...

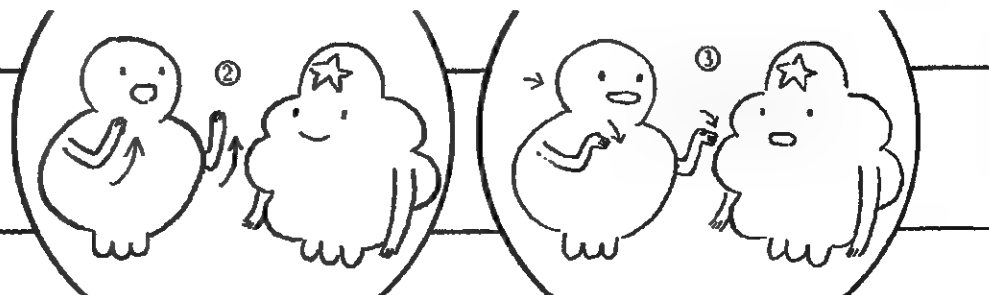
J/ SHE WANTS ME BACK AT
THE CASTLE TONIGHT TO GO OVER
THE CONTRACTS DURING :

Action:

A ROYAL DINNER!

-LSP's mouth drops open a little

Timing:



Production :

SEP 24 2013

1014/160

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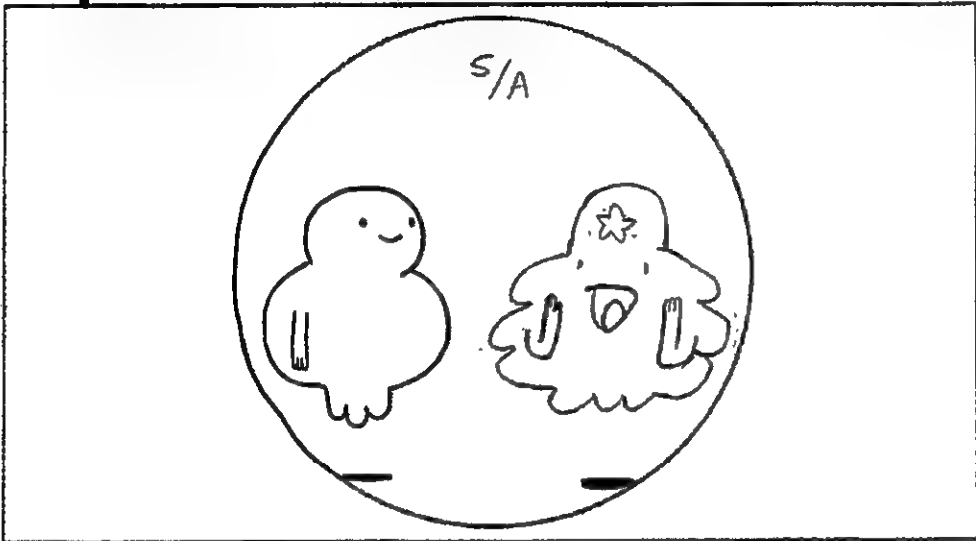
ADVENTURE TIME



Sc. 76 CONT Pnl. E

Bg.

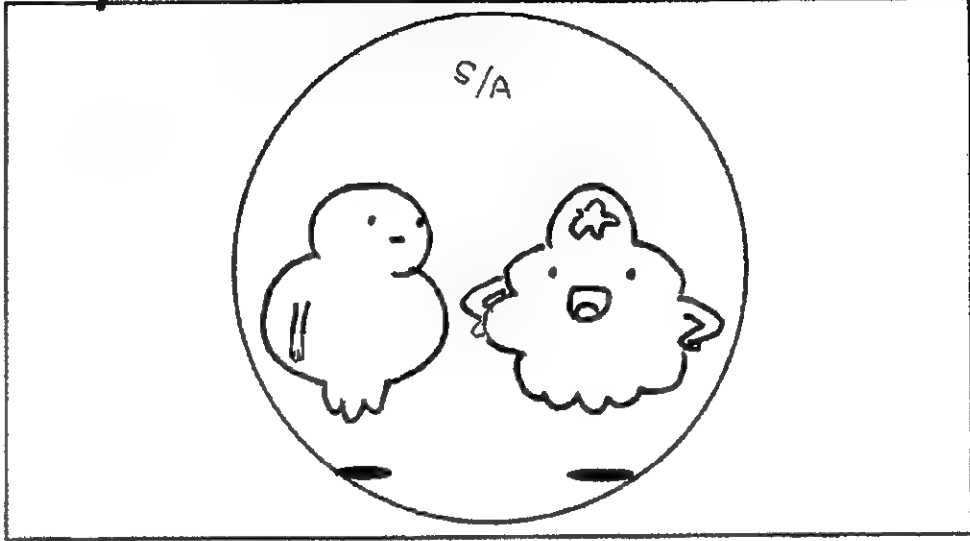
day night



Sc. 76 CONT Pnl. F

Bg.

day night



Dialog:

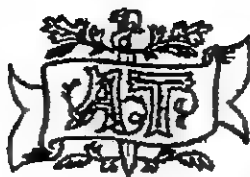
LSP/ OH MY GLOB!

Action:

Timing:

LSP/ IT WILL BE NICE TO
HAVE DINNER AT THE CASTLE

ADVENTURE TIME



Page 118

Sc. 76 CONT Pnl. G

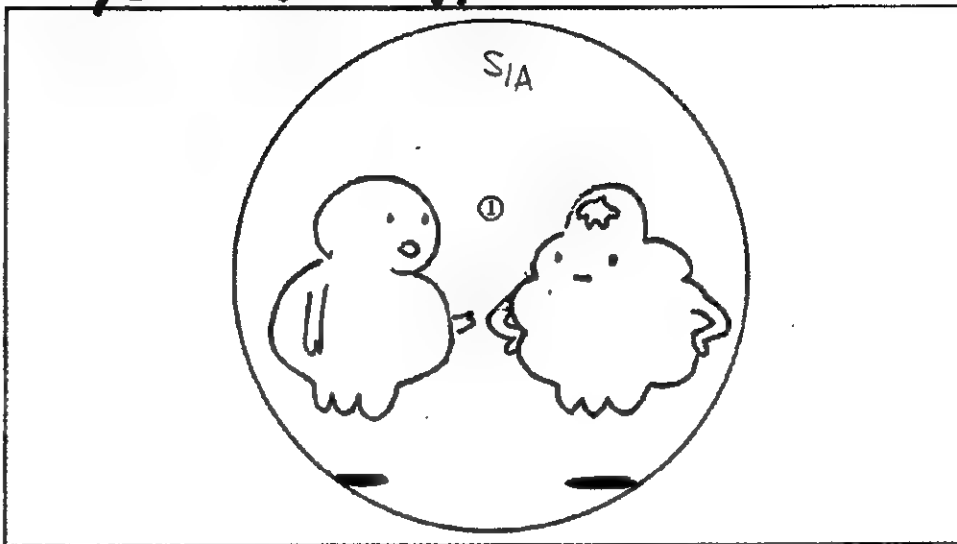
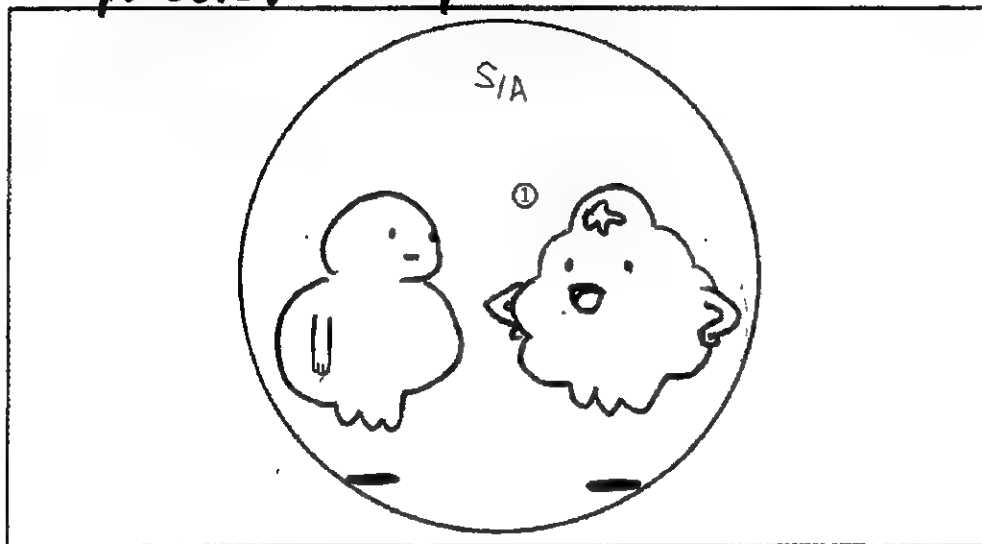
Bg.

day night

Sc. 76 CONT Pnl. H

Bg.

day night



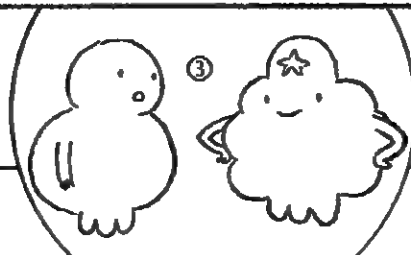
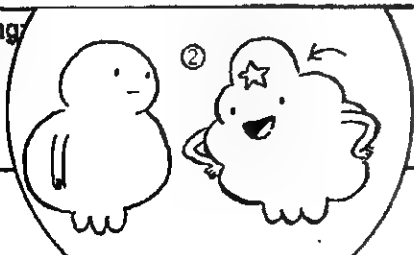
Dialog:

LSP / IT'S BEEN A WHILE
J: (3) Oh--

J / -- NO. IT'S A BUSINESS
MEETING, NOT SOCIAL

Action:

Timing:



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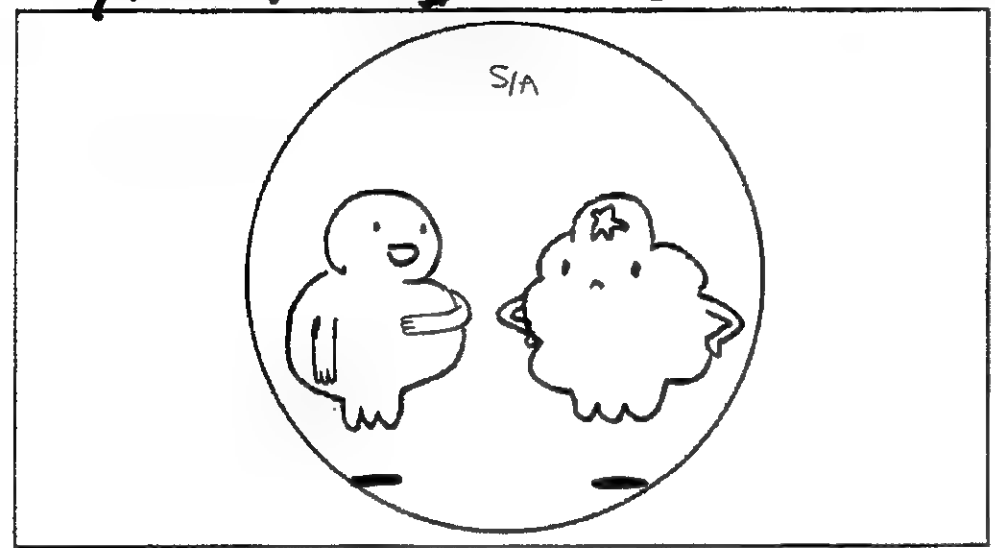
ADVENTURE TIME



Sc. 76 CONT Pnl. I

Bg.

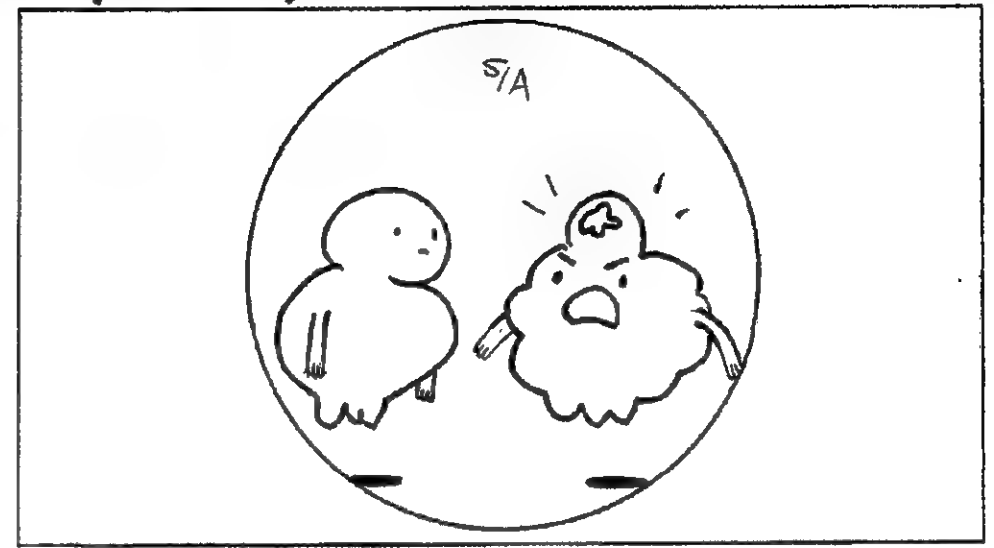
day night



Sc. 76 CONT Pnl. J

Bg.

Page 119
119A NEXT
day night



| |
|---|
| Dialog: |
| <u>I</u> / JUST ME AND THE PRINCESS, I'M AFRAID |
| Action: |
| Timing: |
| <u>LSP</u> / <u>WHAT</u> ?! |

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119B NEXT

Sc. 76 *cont*

Pnl. K

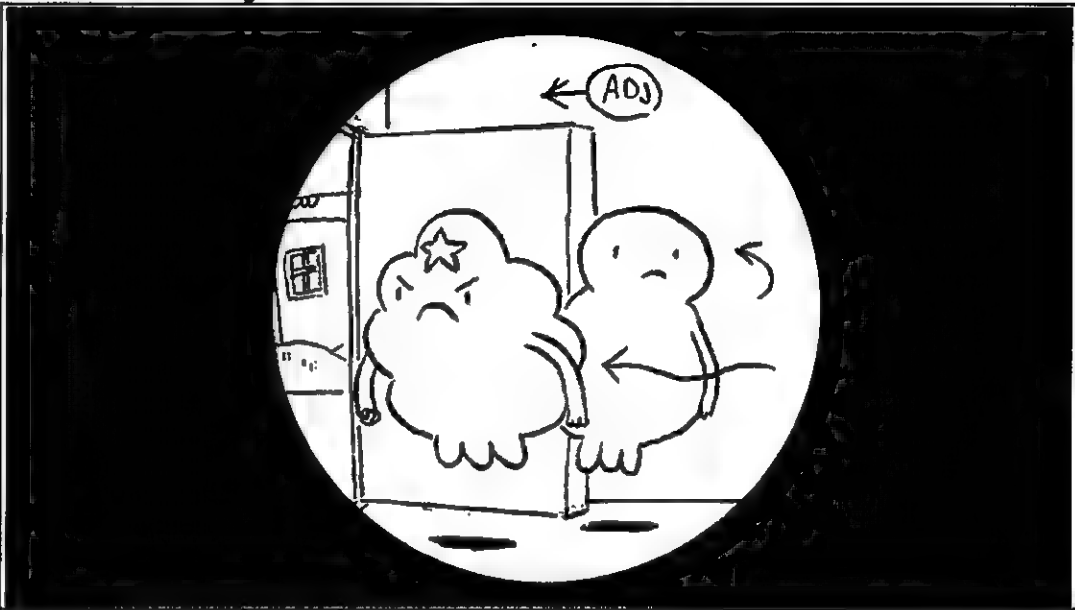
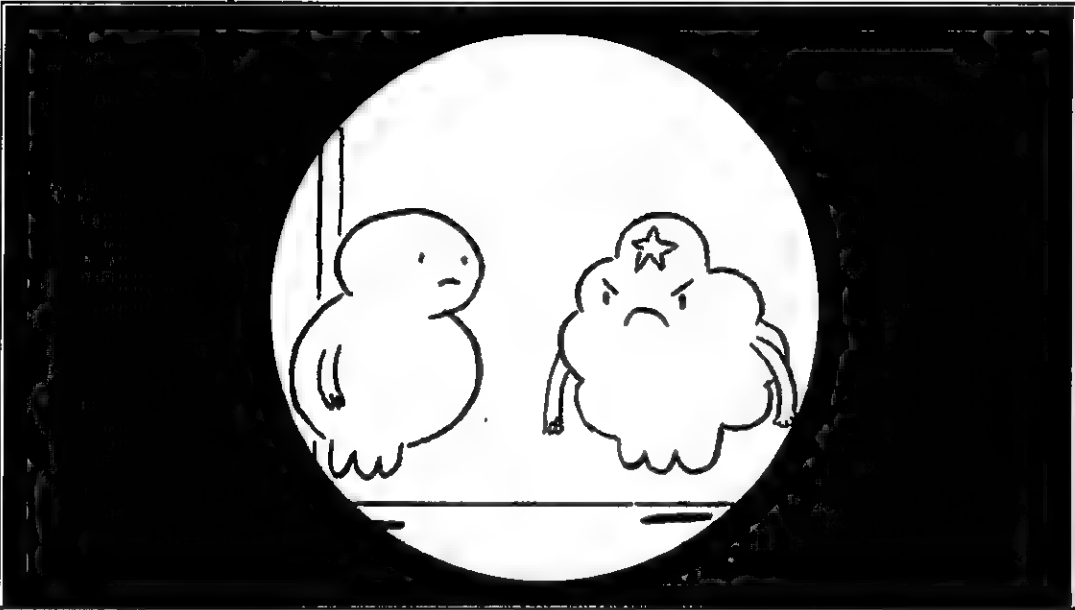
Bg.

day night

Sc. 76 *cont*

Pnl. L

Bg.



Dialog:

Action:

-LSP clenches her fists

-LSP floats past Johnnie
-Johnnie turns
-Adjust with LSP

Timing:

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ADVENTURE TIME



Page 119B

119C NEXT
day night

Sc. 76 *cont*

Pnl. M

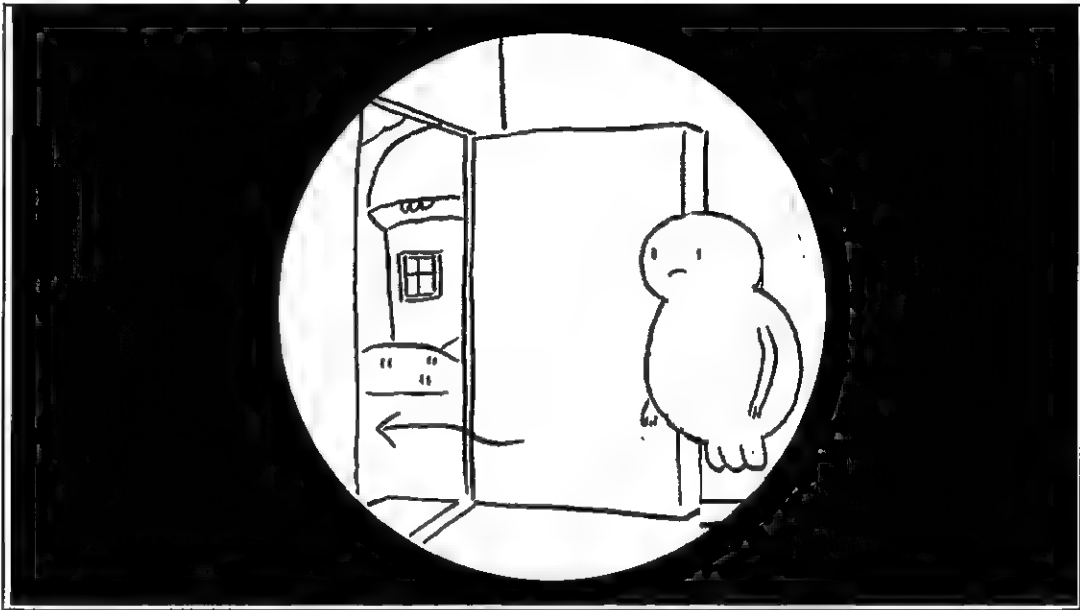
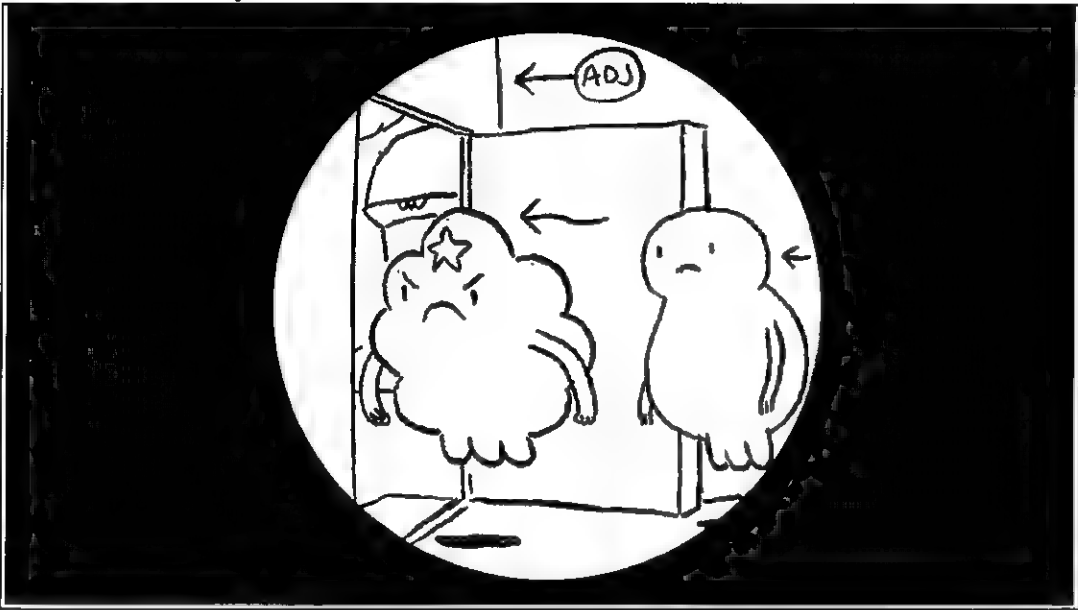
Bg.

day night

Sc. 76 *cont*

Pnl. N

Bg.



Dialog:

Action:

-LSP heads out the door
-Adjust with LSP

-LSP floats off screen

Timing:

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ADVENTURE TIME



Sc. 77

Pnl. A

Bg.

day night

Sc. 77 *cont*

Pnl. B

Bg.



| | |
|---------|----------|
| Dialog: | |
| J/ LSP? | LSP/ So- |
| Action: | |
| Timing: | |

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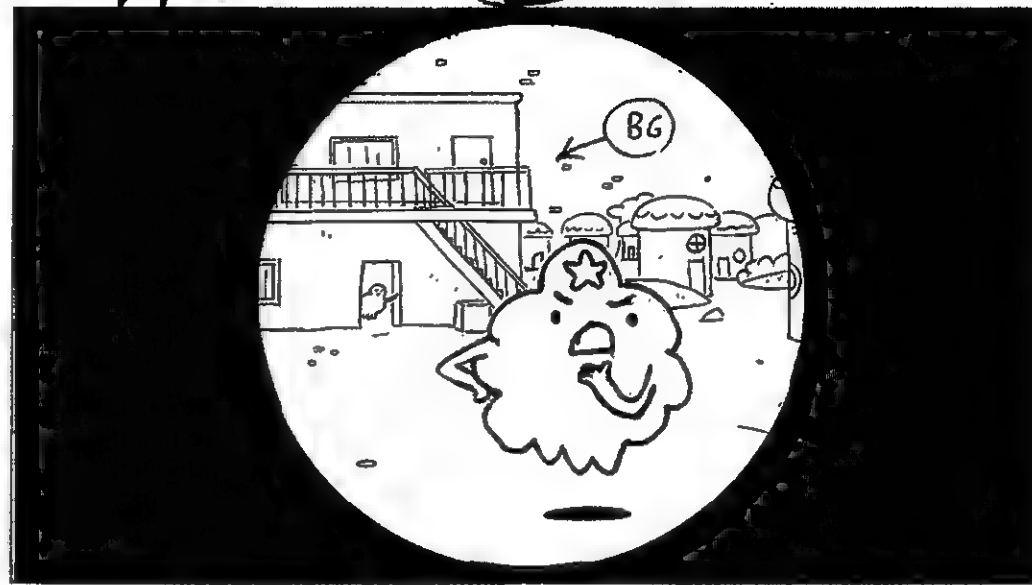
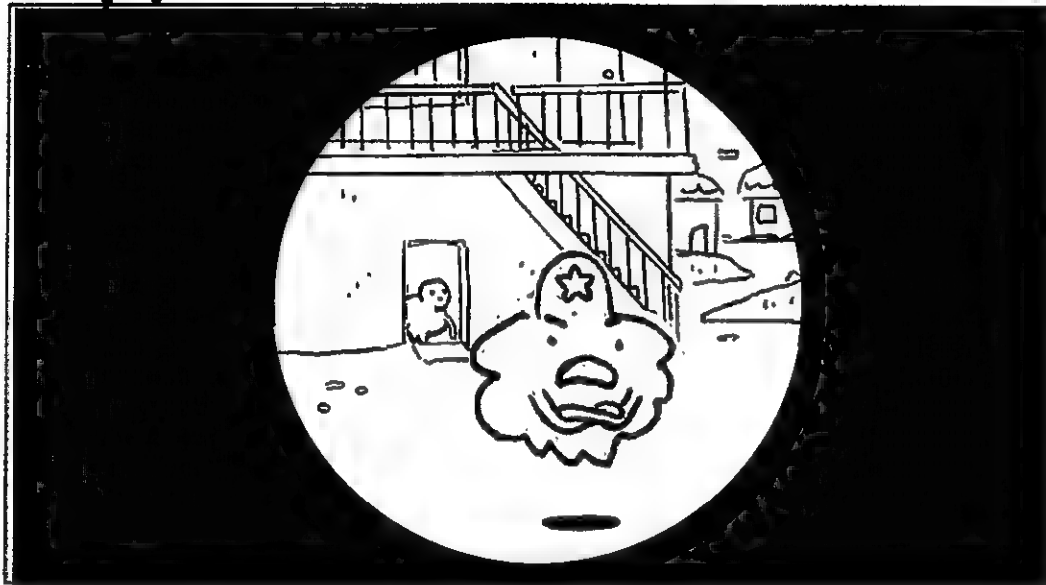


Sc. 77 cont Pnl. C Bg.

day night

Sc. 77 cont Pnl. D Bg.

Page 120
day night



Dialog:

LSP / BUBBLEGUM THINKS
SHE CAN HORN IN ON MY
TERRITORY ? !

Action:

-LSP FLIES PAST

LSP / SIP FROM MY SOUP AFTER
I CUT ALL THE ONIONS ?

-BG ANIMATES AS LSP FLOATS AWAY

Timing:

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Production :

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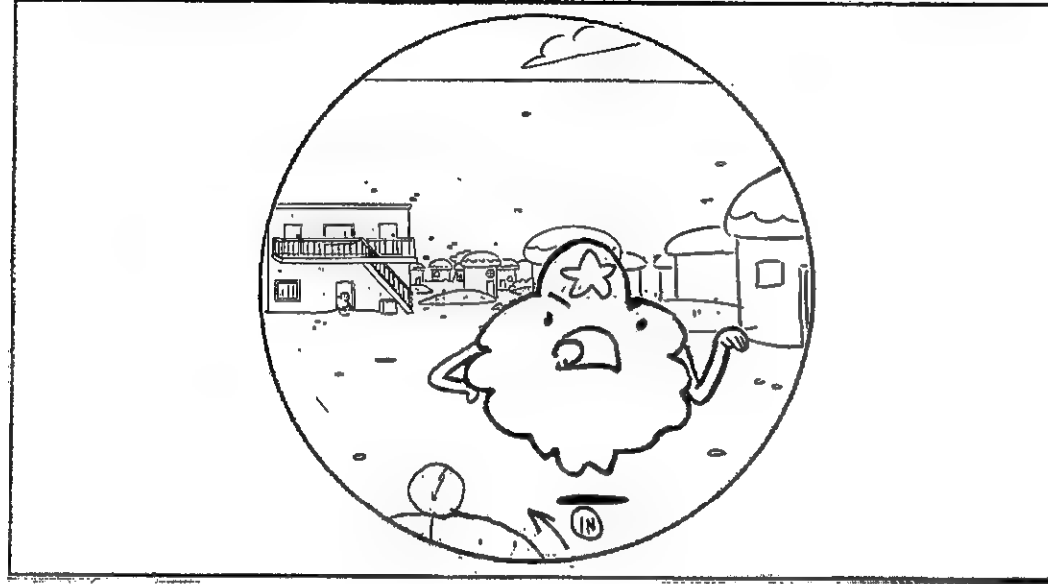
1014/160

ADVENTURE TIME

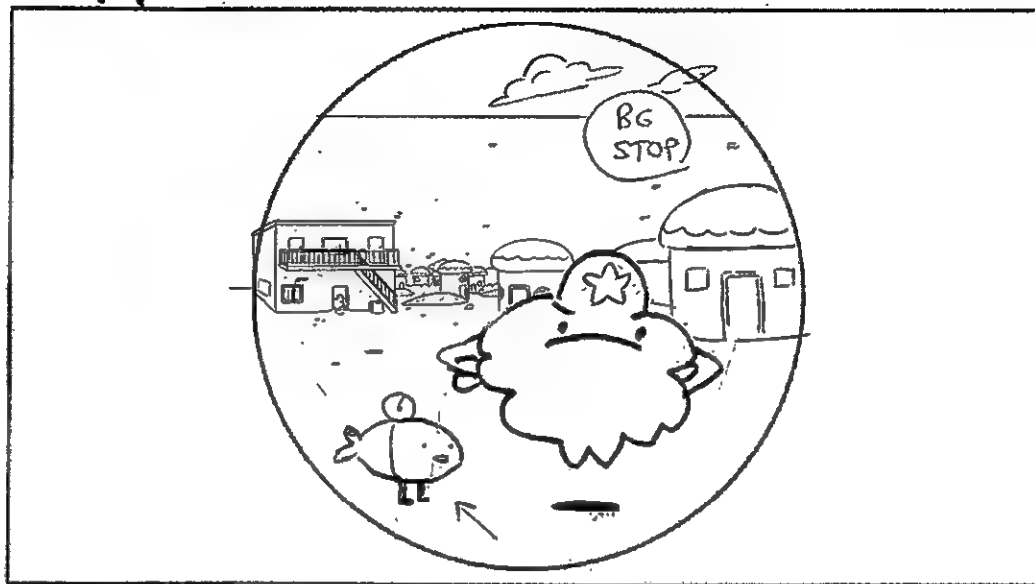


Page 121
day night

Sc. 77 CONT Pnl. E Bg.



Sc. 77 CONT Pnl. F Bg.



Dialog:

LSP/ YO, THINK AGAIN TRANCH!

ELDER : WHO... WHO ARE YOU
TALK TALKING TO?

Action:

- JOHNNIE'S APARTMENT RECEDES IN DISTANCE
- ELDER.MUDSCAMP COMES INTO VIEW..

↑ WIPE

Timing:

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Production :
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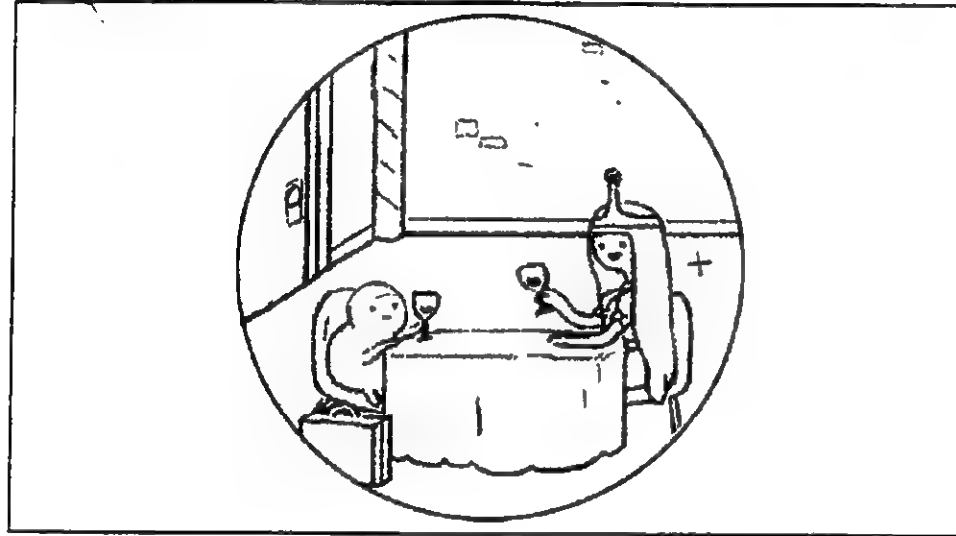


Sc. 78

Pnl. A

Bg.

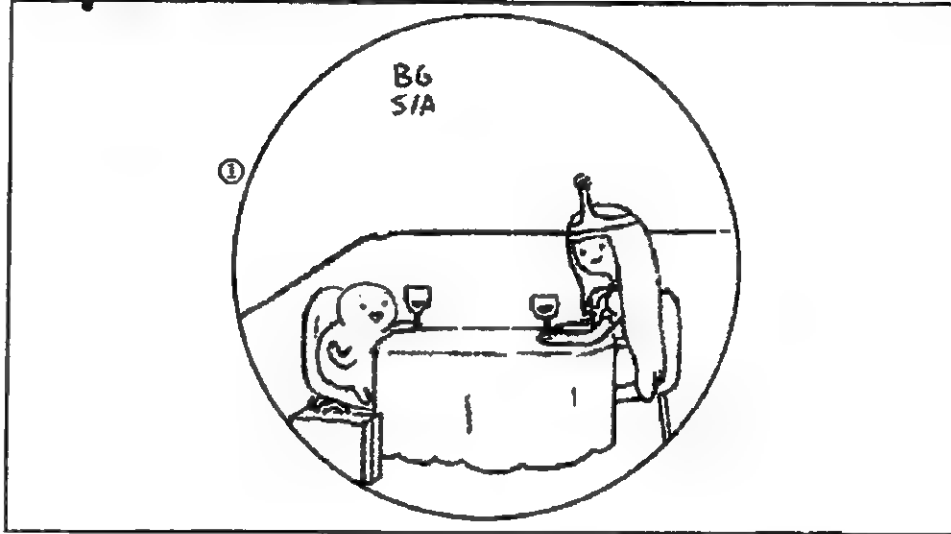
day night



Sc. 78 cont Pnl. B

Bg.

Page 122
day night



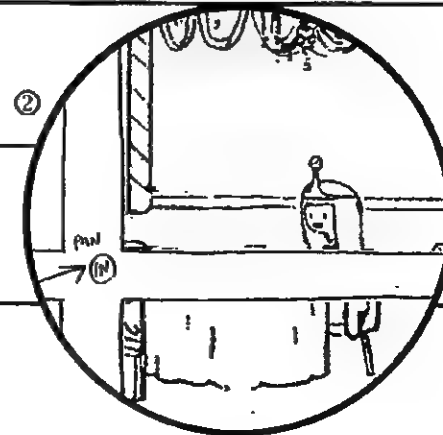
Dialog:

PB: SO, HOW ARE YOU ENJOYING YOUR
TIME IN THE CANDY KINGDOM?

J/ OH, IT'S JUST GREAT! I MET THIS AMAZING
PURPLE GIRL AT THE CANDY TAVERN.

Action:

Timing:



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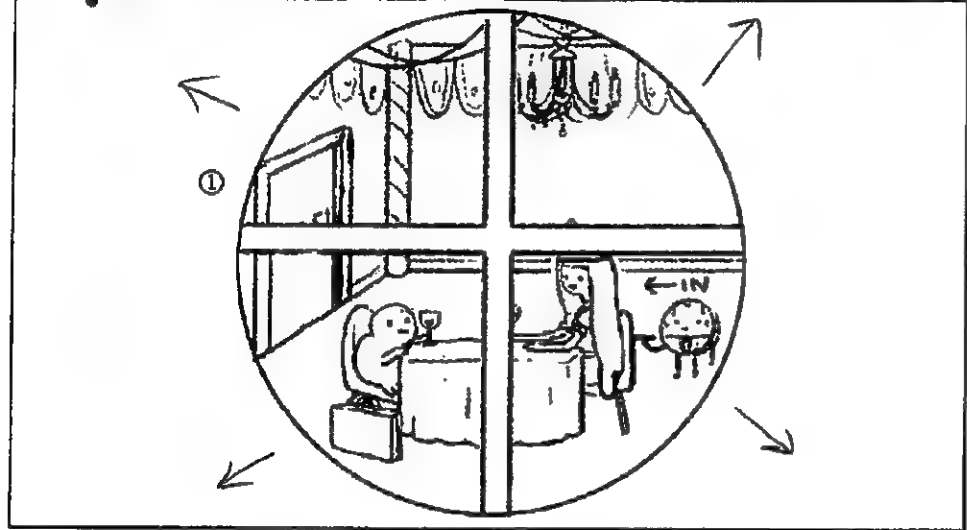
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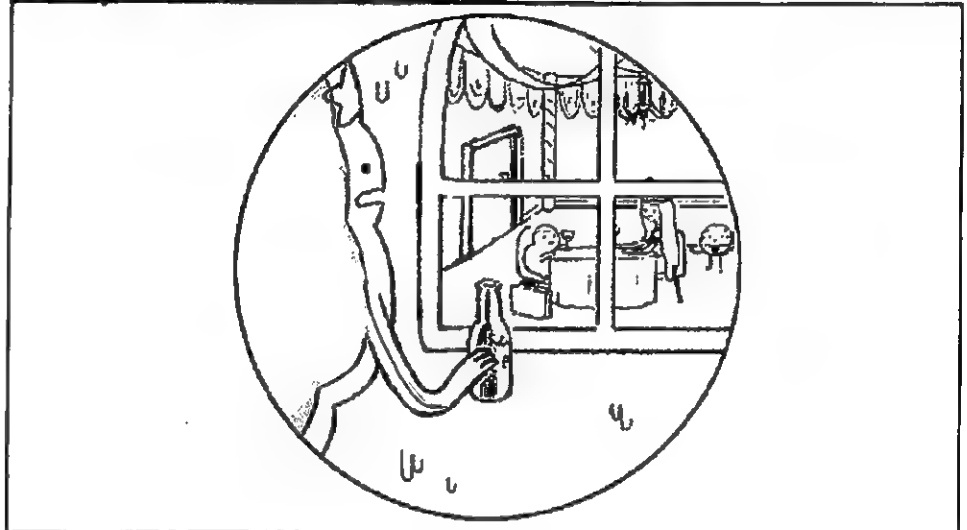
ADVENTURE TIME

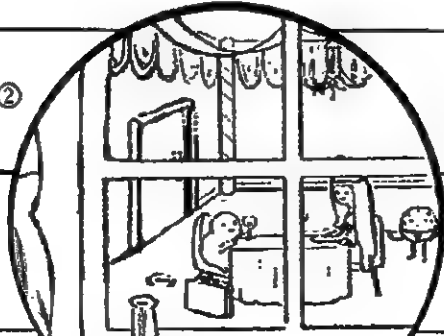
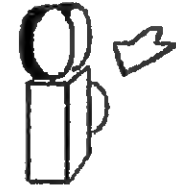


Sc. 78 cont Pnl. C Bg. day night



Sc. 78 cont Pnl. D Bg. day night



| | | |
|---------|---|--|
| Dialog: | <p>PB: (BECOMES INDISTINCT) THAT'S WONDERFUL, JOHNNIE...</p> <p>PB: NOW TELL ME MORE ABOUT GAS...</p> | |
| Action: | <p>- PEP BUT WALKS ONIS W/ TRAY.</p> <p>- TRUCK OUT</p> |  |
| Timing: | |  <p>CAM PULLS OUT</p> |

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Production : SEP 24 2013

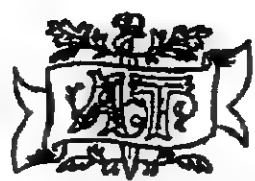
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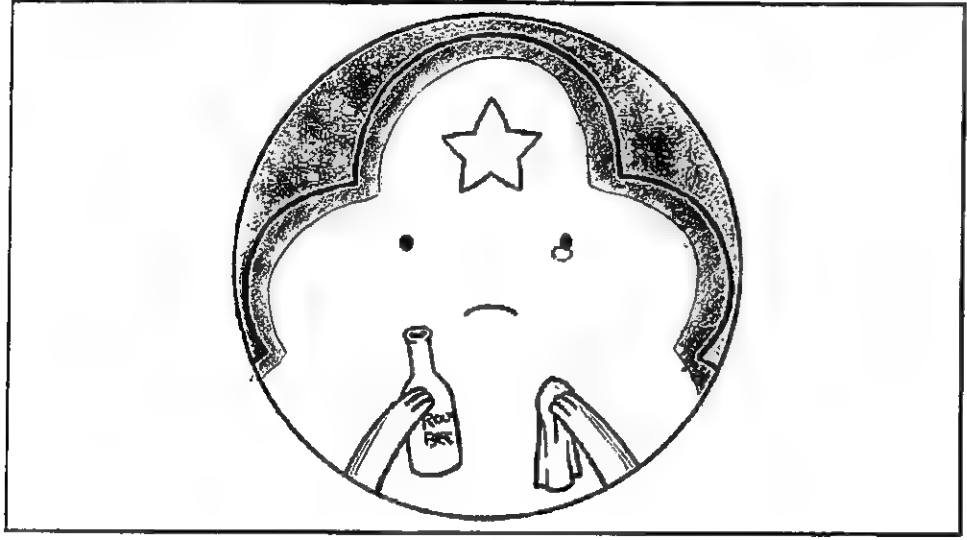


Sc. **79**

Pnl. A

Bg.

day night

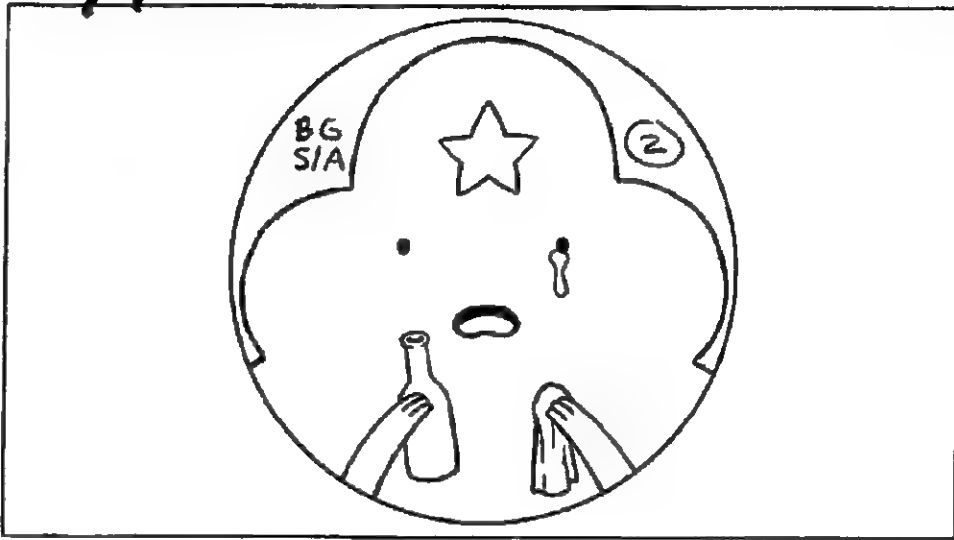


Sc. **79 cont**

Pnl. B

Bg.

day night



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| | |
|---------|---|
| Dialog: | <p><u>LSP</u> : OH JOHNNY. . . UGLY JOHNNY. . .</p> <p>TEAR DRIPS DOWN</p> <p>①</p> |
| Action: | |
| Timing: | |

Production :

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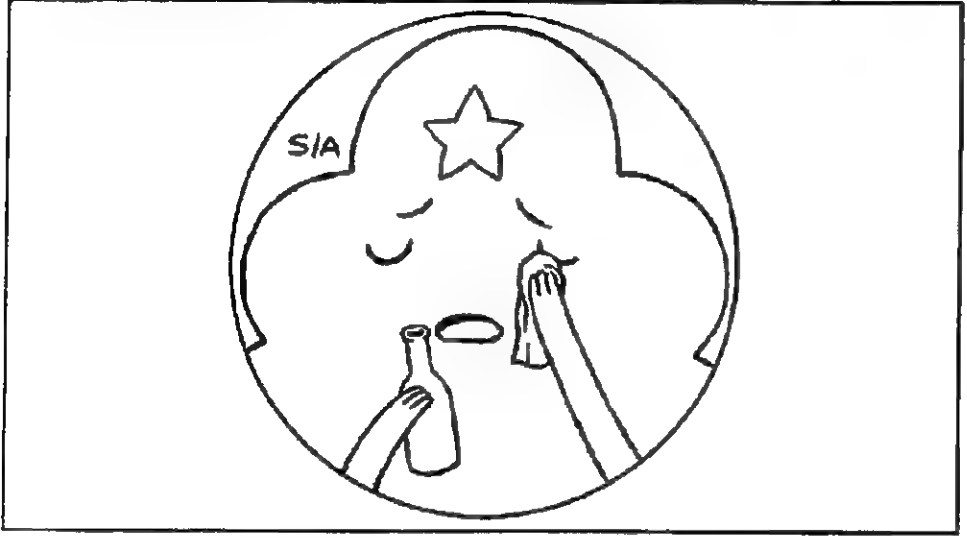
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ADVENTURE TIME

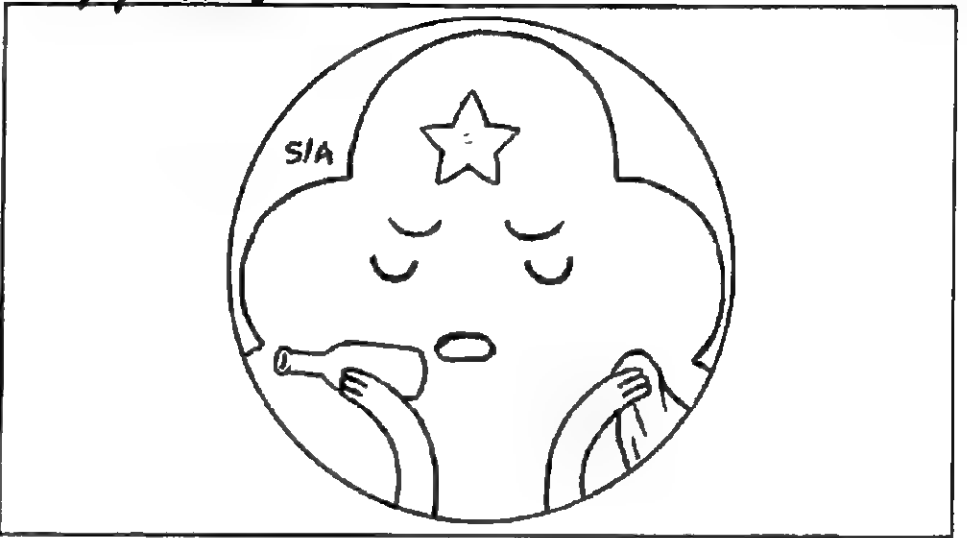


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Sc. 79 CONT Pnl. C Bg. day night



Sc. 79 CONT Pnl. D Bg. day night



| | | |
|---------|---|---|
| Dialog: | <u>LSP</u> : THROUGH MY TENDER LOVE YOU HAVE METAMORHED... | <u>LSP</u> : INTO BEAUTIFUL JOHNNY BUTTERFLY. |
| Action: | LSP DABS EYE | |
| Timing: | | |

EPISODE # 1014-160

Production :

SEP 24 2013

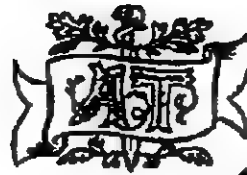
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ADVENTURE TIME



Sc.

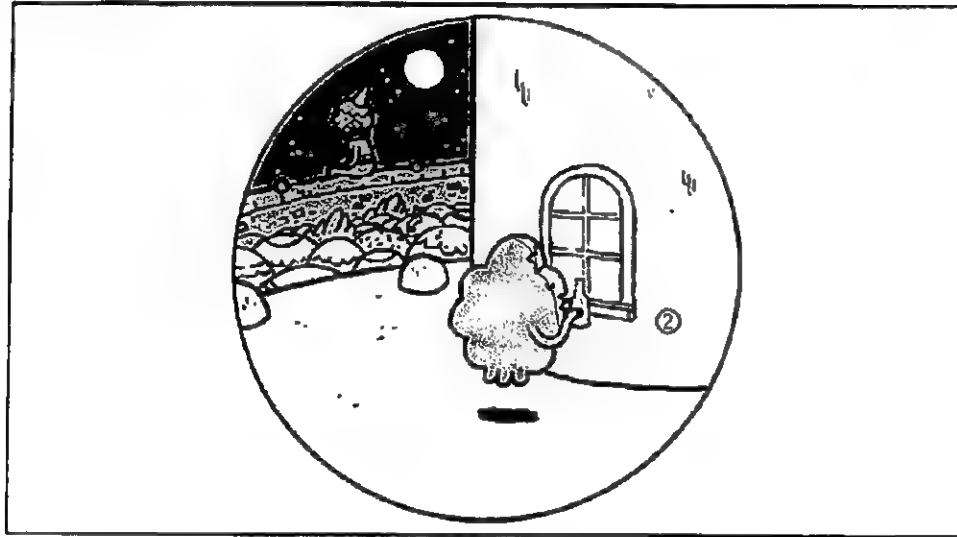
80

Pnl.

A

Bg.

day night



Sc.

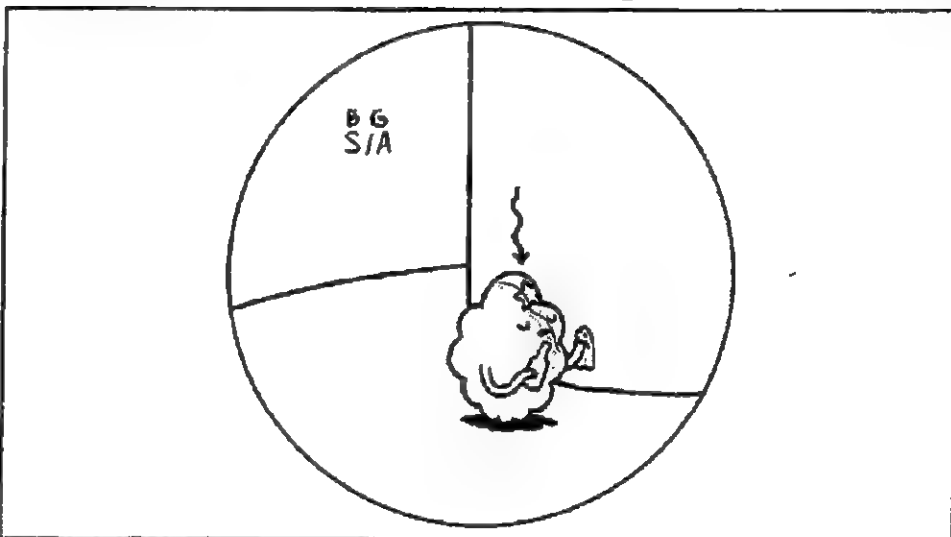
80 CONT

Pnl.

B

Bg.

day night



Dialog:

LSP: * SIGH *

LSP: EVERY RELATIONSHIP —

Action:

GENTLY FLOATS TO GROUND,
BEGINS TURNING

Timing:



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Production :

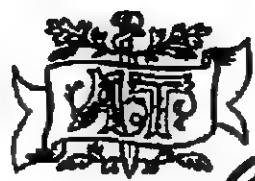
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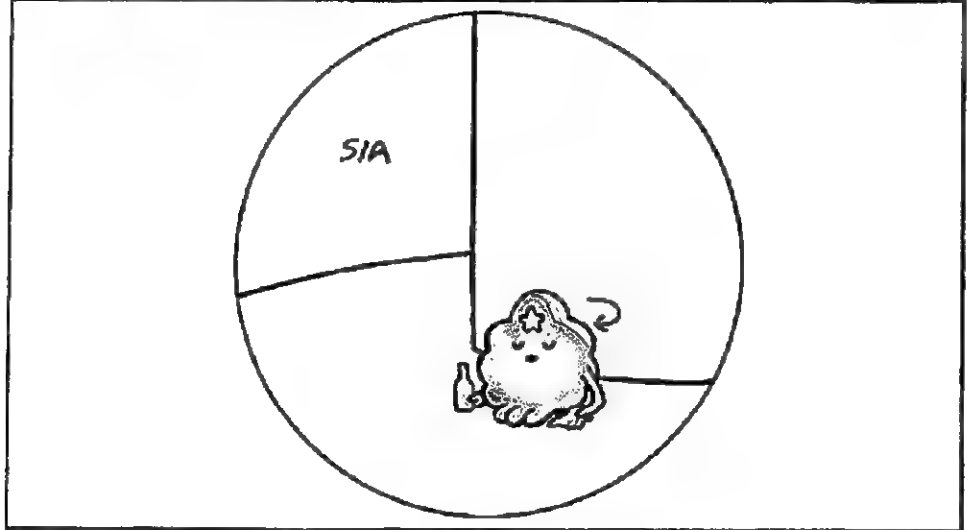
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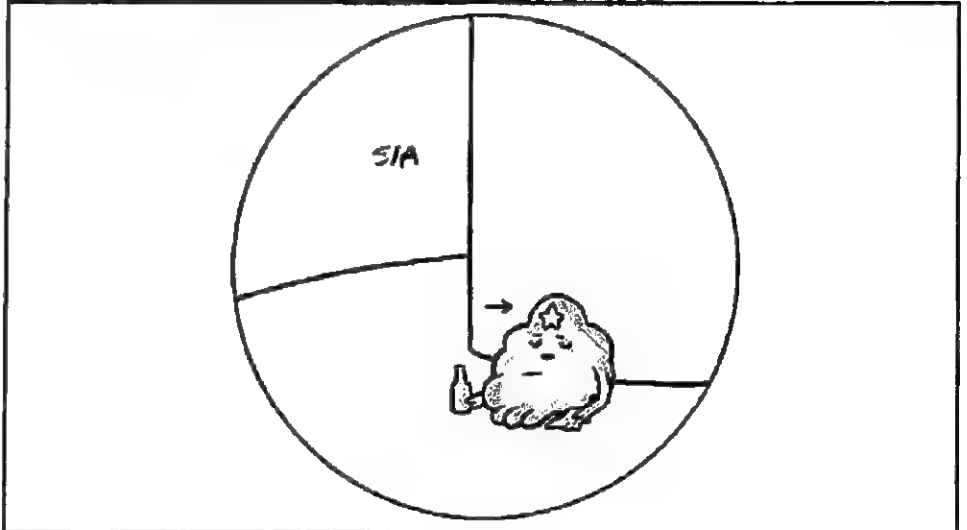
ADVENTURE TIME



Sc. **80 cont** Pnl. C Bg. day night



Sc. **80 cont** Pnl. D Bg. day night



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| | |
|---------------------------------------|---------------|
| Dialog: | |
| (CONT'D) LSP: I GAMBLE WITH MY HEART. | |
| Action: | |
| -LSP TURNS FULLY & LANDS ON GROUND | LEANS ON WALL |
| Timing: | |

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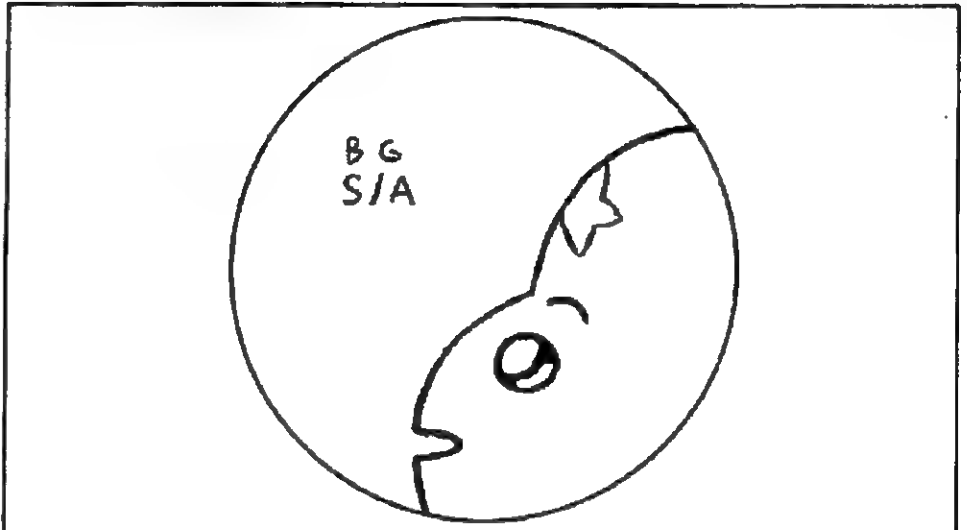
ADVENTURE TIME



Sc. 81 Pnl. A Bg. day night



Sc. 81 cont Pnl. B Bg. day night



| | | |
|---------|-----------------------------|--|
| Dialog: | <u>LSP</u> : I GO ALL IN... | <u>LSP</u> : BECAUSE THE PAYOFF IS <u>TRUE</u> <u>LOVE</u> |
| Action: | | |
| Timing: | | |

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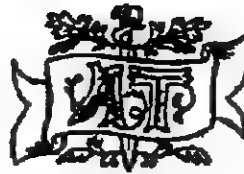
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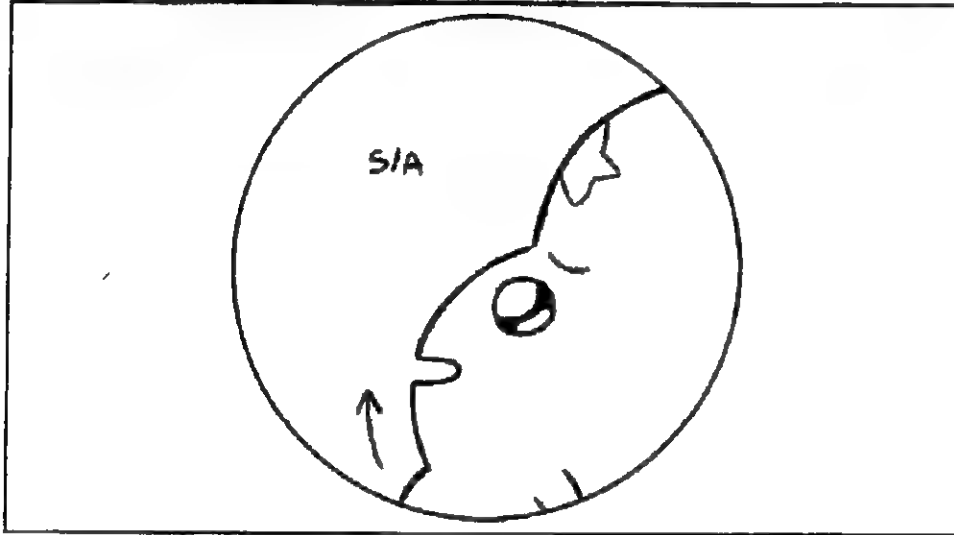
Sc.

01 CONT

Pnl. C

Bg.

day night

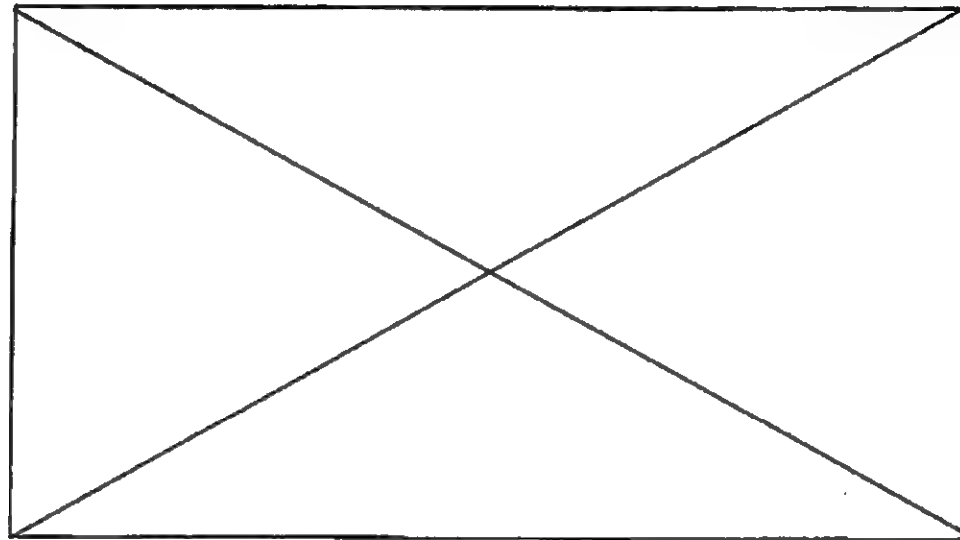


Sc.

Pnl.

Bg.

day night



Dialog:

LSP: ... WHICH IS SO NICE!

Action:

Timing:

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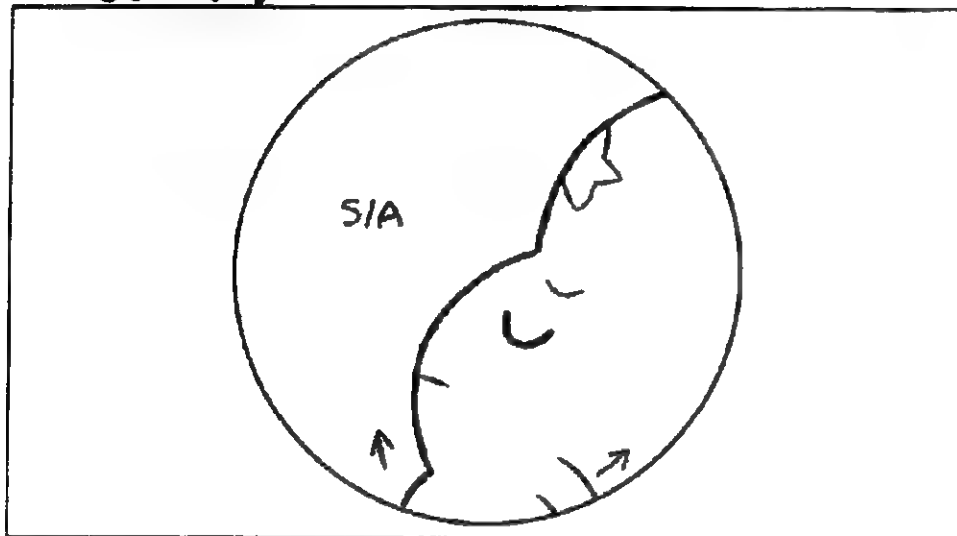
ADVENTURE TIME



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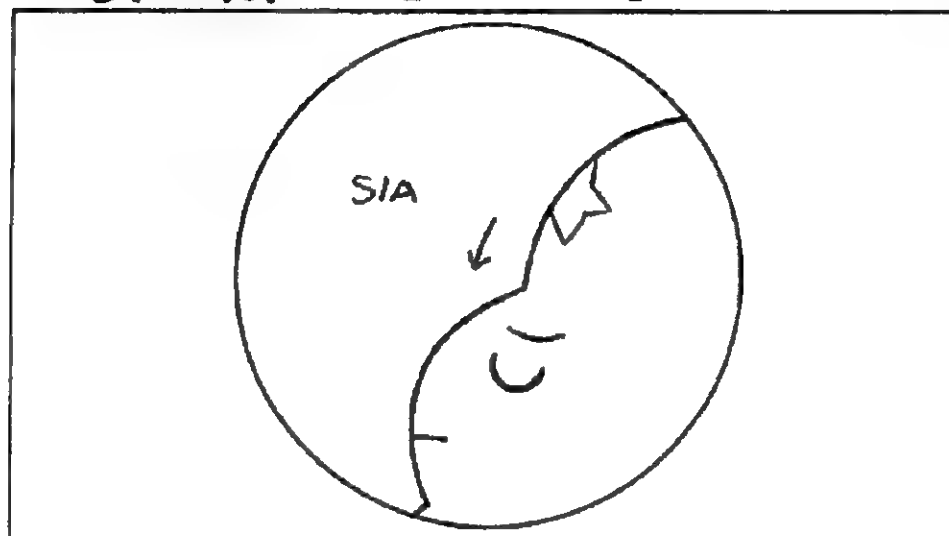
Sc. 81 CONT Pnl. D Bg.

day night



Sc. 81 CONT Pnl. E Bg.

day night



Dialog:

LSP : [LONG INHALE]

LSP : [LONG EXHALE]

Action:

LONG BREATH IN, SHOULDER & CHEST RISE

LONG BREATH OUT

Timing:

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Sc. 82 Pnl. A Bg. day night

Sc. 82 cont Pnl. B Bg. day night

| | |
|---------|--------------------------|
| Dialog: | <u>LSP</u> : I SEE YOU - |
| Action: | - LSP FLOATS ON/S |
| Timing: | |

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ADVENTURE TIME



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Sc. *82 CONT* Pnl. C Bg. day night

Sc. *82 CONT* Pnl. D Bg. day night

| | | |
|---------|---|---|
| Dialog: | (CONT'D) <u>LSP</u> : WHEN I CLOSE MY EYES | <u>LSP</u> : AND THINKING OF YOU... MAKES MY MIND FEEL LIGHT |
| Action: | - LSP SITS ON LEDGE | |
| Timing: | | |

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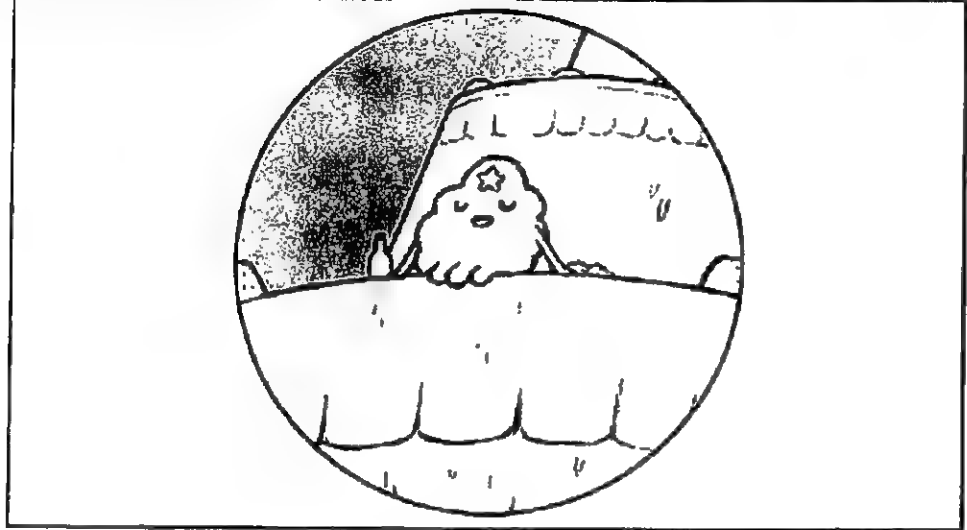
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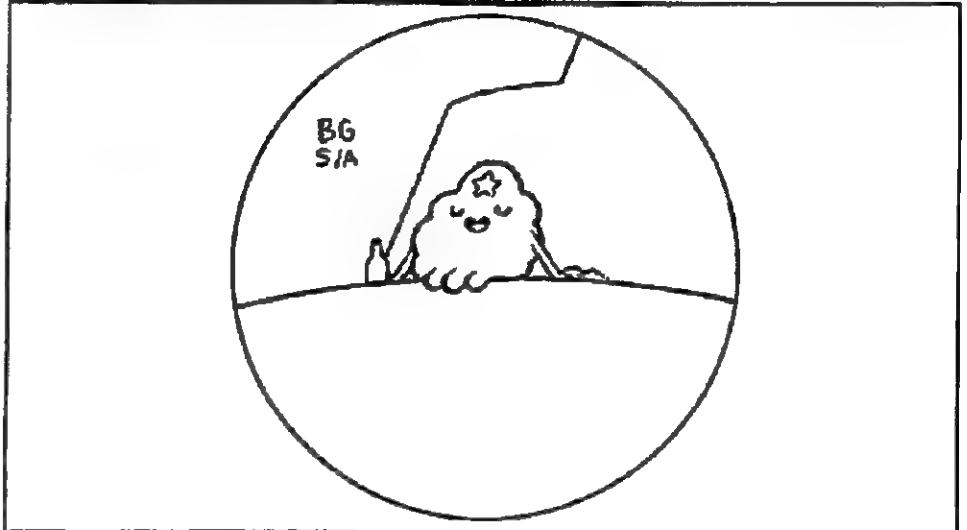
ADVENTURE TIME



Sc. **83 cont** Pnl. A Bg. day night




Sc. **83 cont** Pnl. B Bg. day night



Dialog:
LSP: ALL MY PROBLEMS FADE AWAY ...
LSP: AND I CAN'T HELP SMILING.

Action:
LSP WIGGLES GLOBS

Timing:  ① ② ③

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Production :

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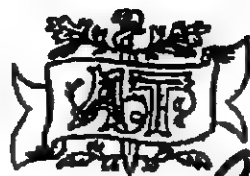
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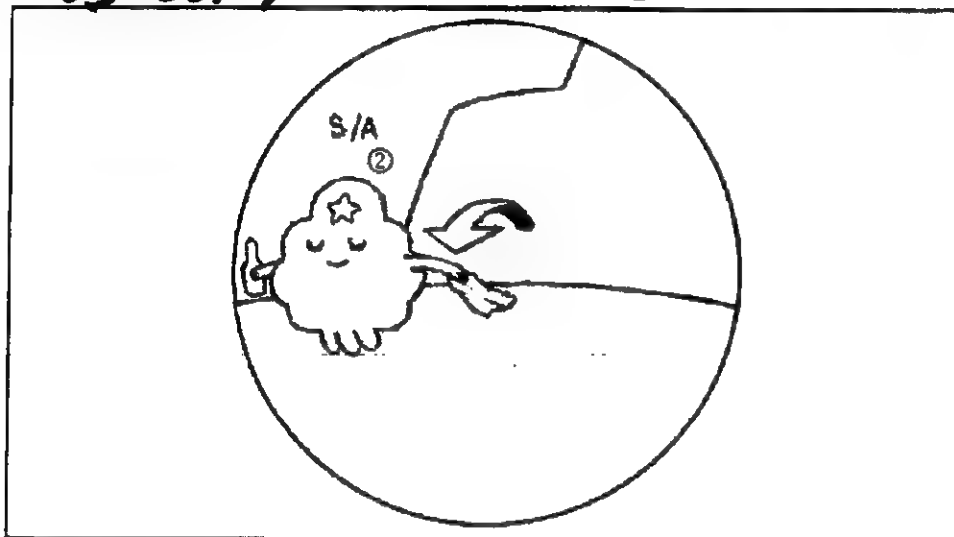


Sc. **83 cont**

Pnl. C

Bg.

day night



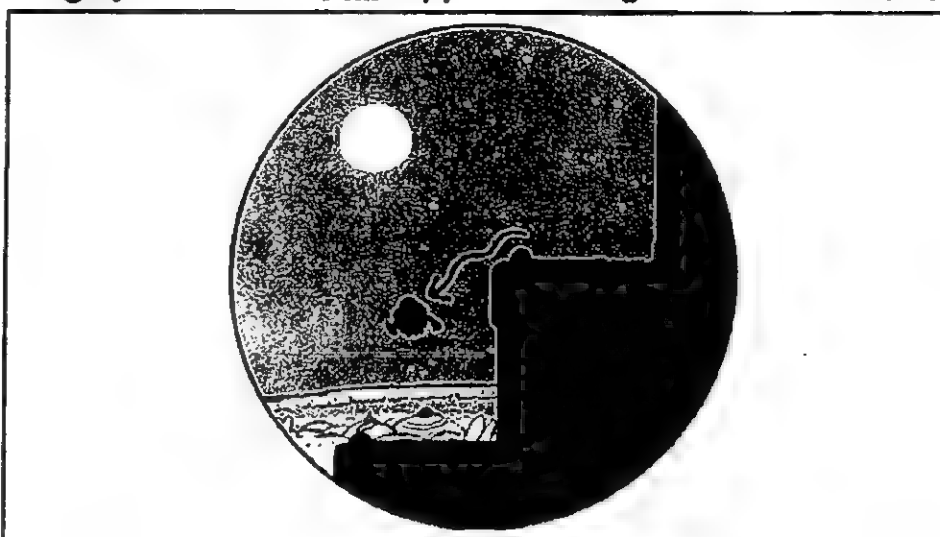
Sc. **84**

Pnl. A

Bg.

day night

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Dialog:

Action:

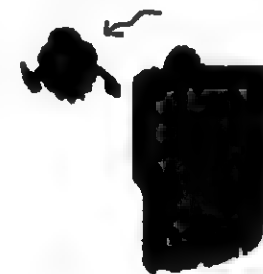
LSP JUMPS OFF LEDGE

-LSP FLOATS DOWNWARD

Timing:



(SP)



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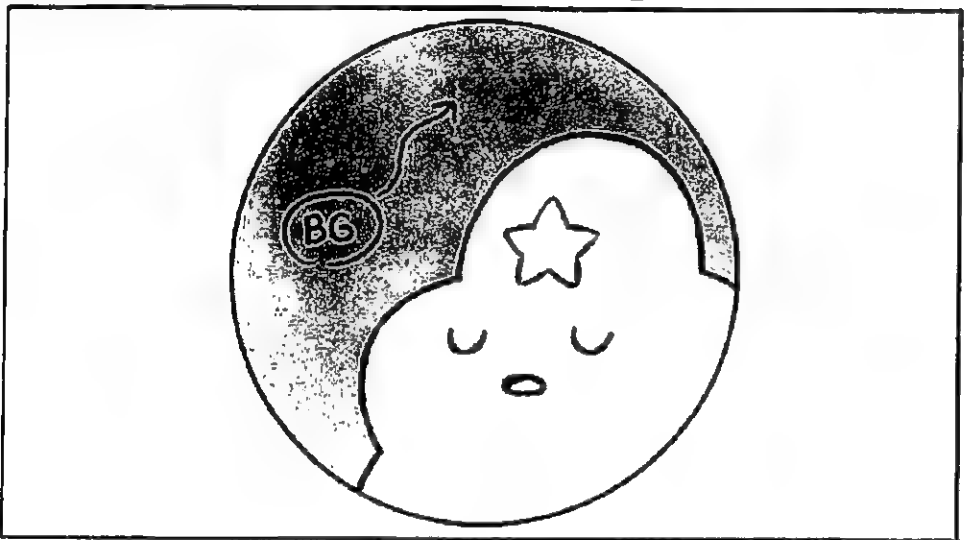
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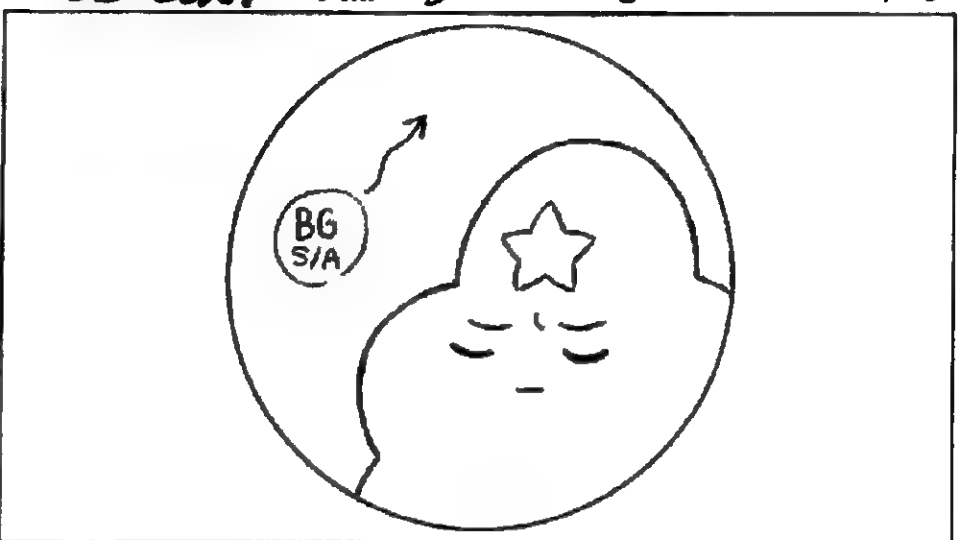
ADVENTURE TIME



Sc. 85 Pnl. A Bg. day night



Sc. 85 CONT Pnl. B Bg. day night



| |
|--|
| Dialog: |
| <p>LSP: TO LET THAT FEELING GO... (BEAT)</p> |
| Action: |
| Timing: |

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Production :

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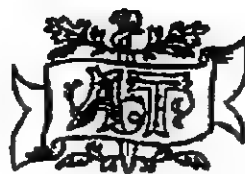
1014/160

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1014/160

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ADVENTURE TIME



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Sc.

85 CONT

Pnl. C

Bg.

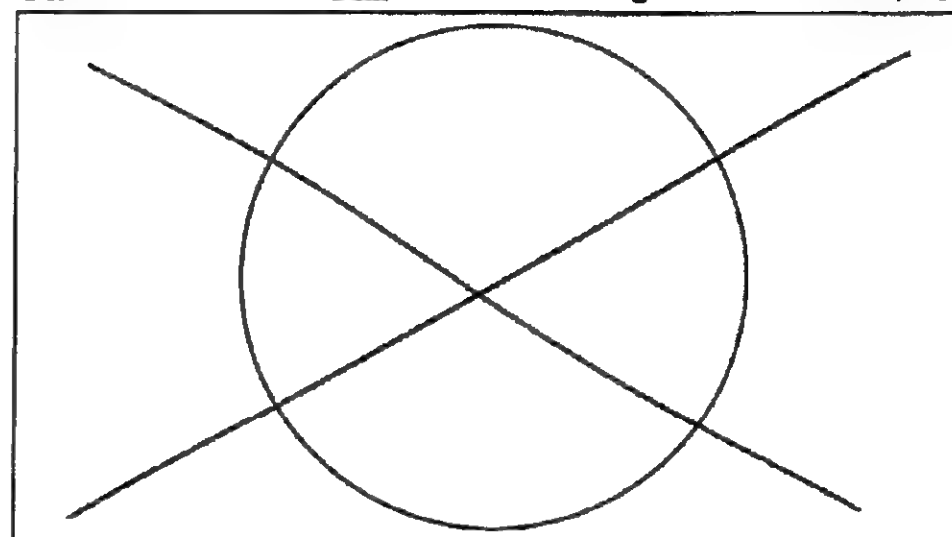
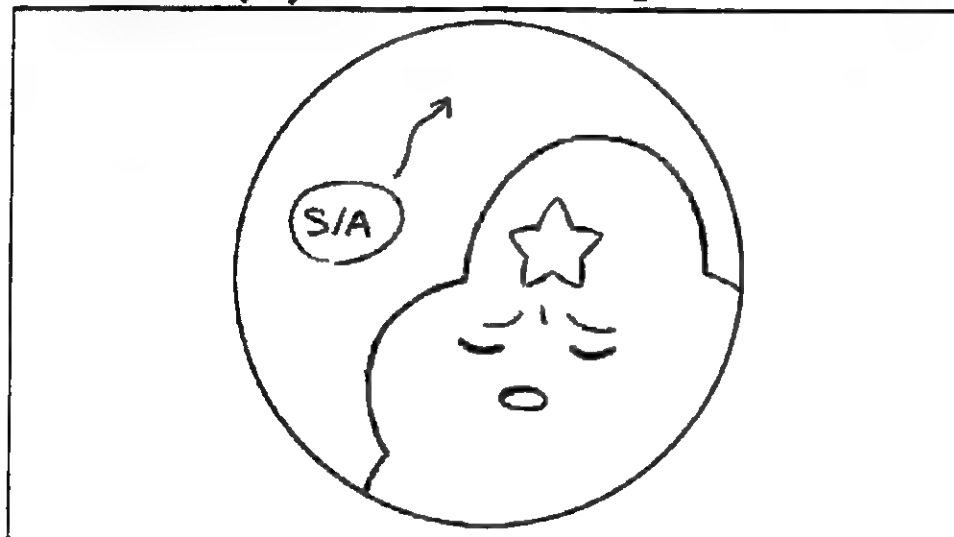
day night

Sc.

Pnl.

Bg.

day night



Dialog:

LSP: TO LET SOMEONE YOU LOVE GO
INTO THE ARMS OF ANOTHER...

Action:

Timing:

SEP 24 2013

1014-160

EPISODE #

Production :

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ADVENTURE TIME



Sc. *86* Pnl. A Bg. day night

Sc. *86 cont* Pnl. B Bg. day night

| | |
|---------|--|
| Dialog: | <p><u>LSP</u>: ...TAKES A BIG PERSON</p> |
| Action: | <p>- LSP FLOATS ON/S.</p> |
| Timing: | <p>SEP 24 2013</p> |

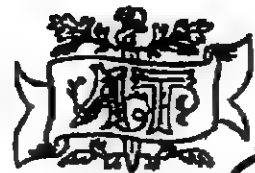
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Production :

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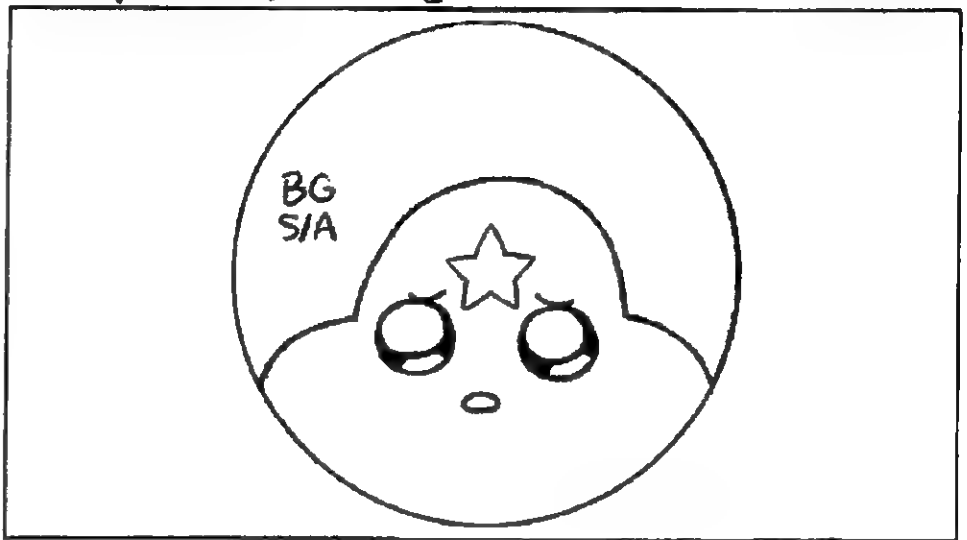
ADVENTURE TIME



Sc. **87** Pnl. **A** Bg. day night



Sc. **87 CONT** Pnl. **B** Bg. day night



| | | |
|---------|------------------------------|-----------------------------------|
| Dialog: | <u>LSP</u> : I DON'T KNOW... | <u>LSP</u> : IF I CAN BE THAT BIG |
| Action: | | |
| Timing: | | |

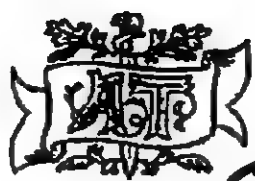
SEP 24 2013

EPISODE # 1014-160

Production :

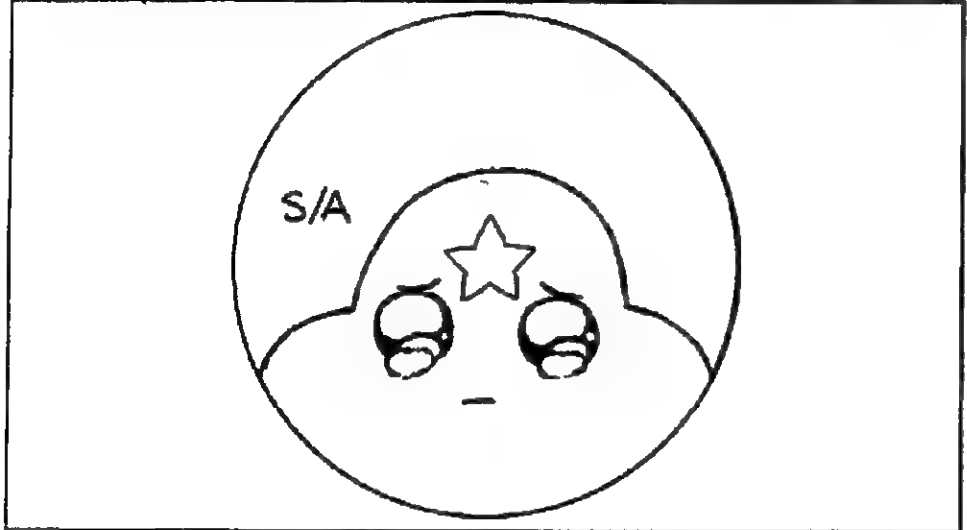
1014/160

ADVENTURE TIME



Sc. 87 CONT Pnl. C Bg.

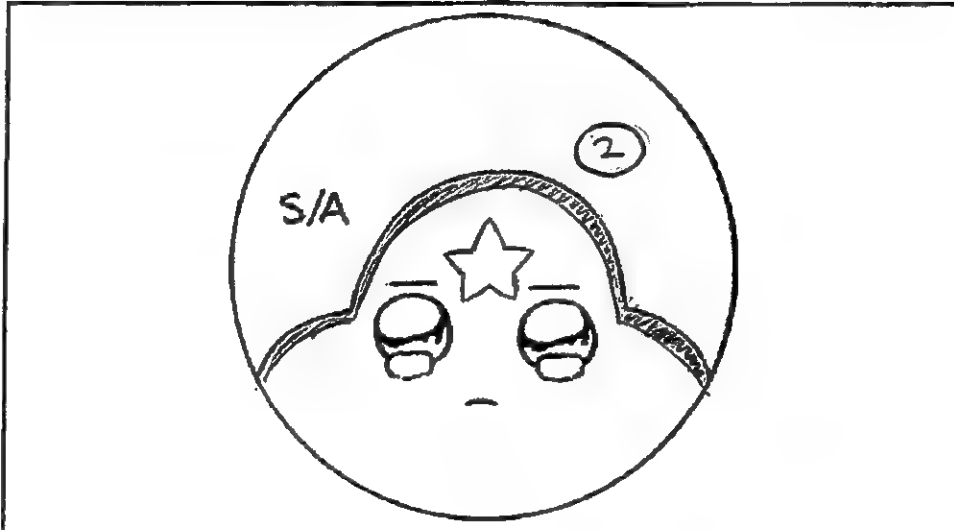
day night



Sc. 87 CONT Pnl. D Bg.

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day night



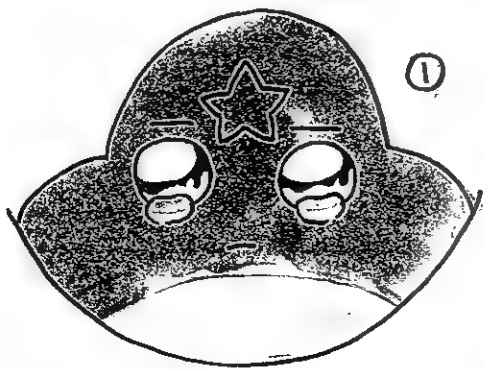
Dialog:

SFX: CHIK CHIK

Action:

- TEARS WELL UP

Timing:



SFX: FWOOSH

BRIGHT FIRE FLARES UP - LSP UNDERLIT

SEP 24 2013

EPISODE # 1014-160

Production :

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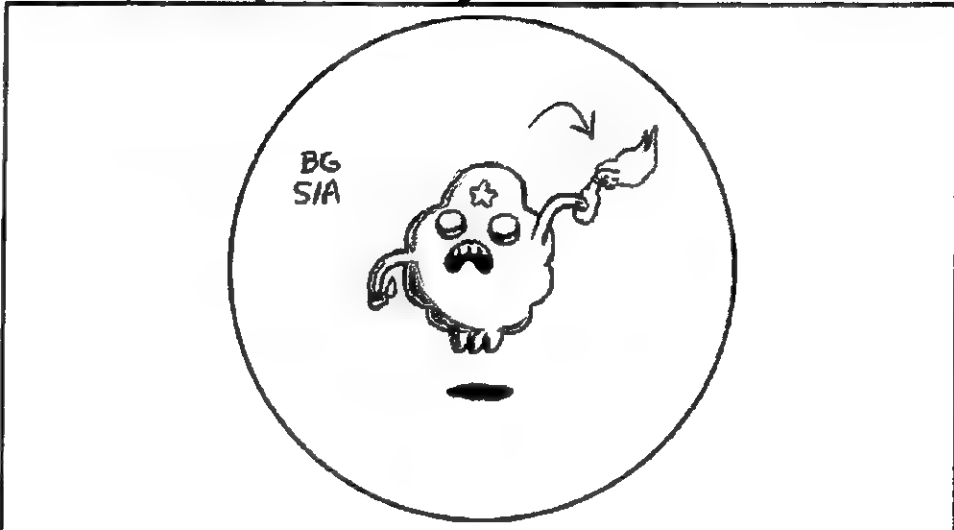
Sc. *87 cont* Pnl. *E* Bg.

day night



Sc. *87 cont* Pnl. *F* Bg.

day night



| | |
|---------|-------------|
| Dialog: | LSP: HRK! |
| Action: | - TRUCK OUT |
| Timing: | SEP 24 2013 |

EPISODE # 1014-160
Production :

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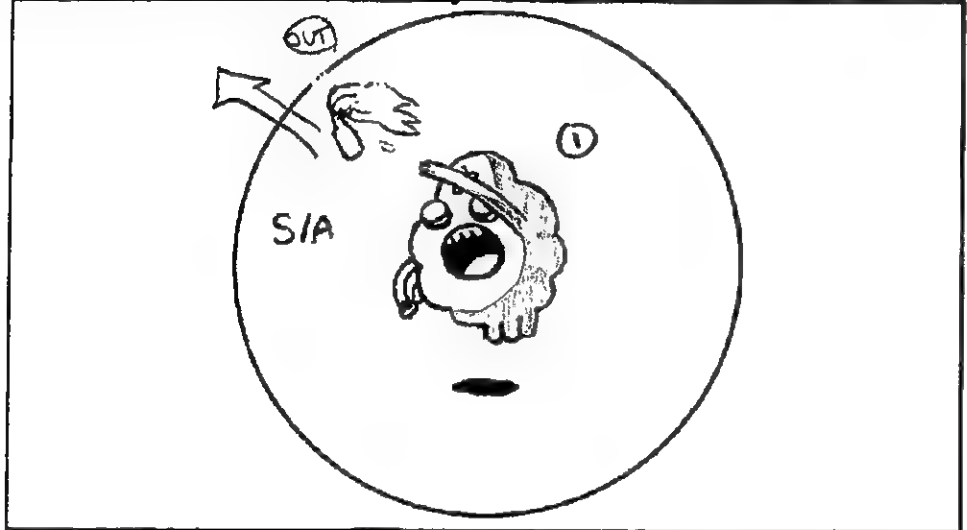
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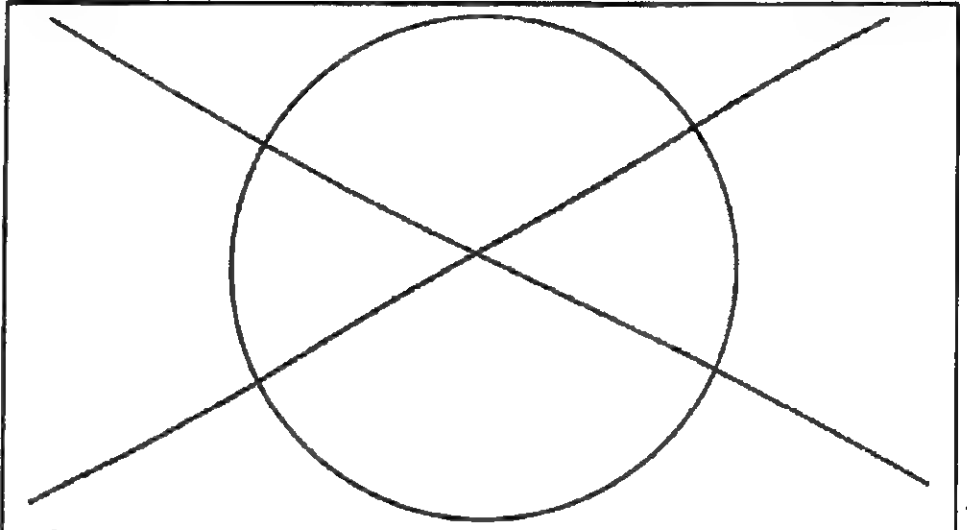
ADVENTURE TIME



Sc. 87 cont Pnl. G Bg. day night



Sc. Pnl. Bg. day night



| | |
|--------------------------------|--|
| Dialog: | |
| <u>LSP: HUAH!!</u> | |
| Action: | |
| <u>LSP THROWS BOTTLE OFF/S</u> | |
| Timing: | |



| |
|--|
| |
| |

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ADVENTURE TIME



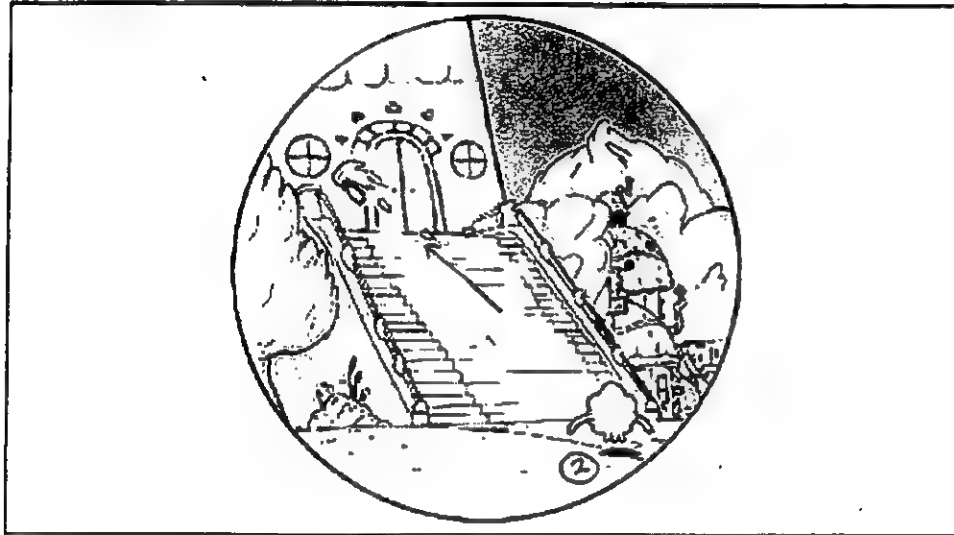
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Sc. 88

Pnl. A

Bg.

day night

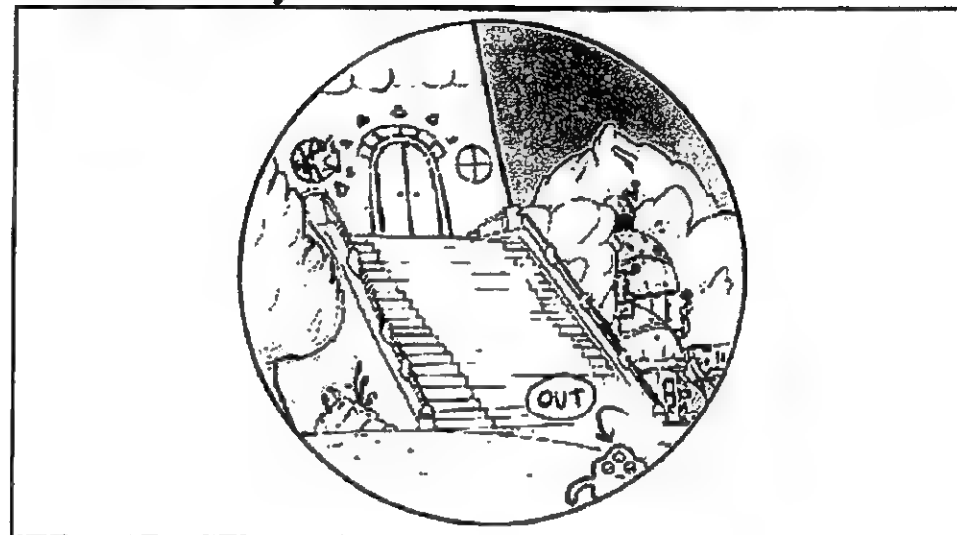


Sc. 88 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



SFX: CRASH

— BOTTLE SMASHES WINDOW
— LSP FLOATS OFF/S

SEP 24 2013

EPISODE # 1U14-160

Production :

1014/160

1014/160

1014/160

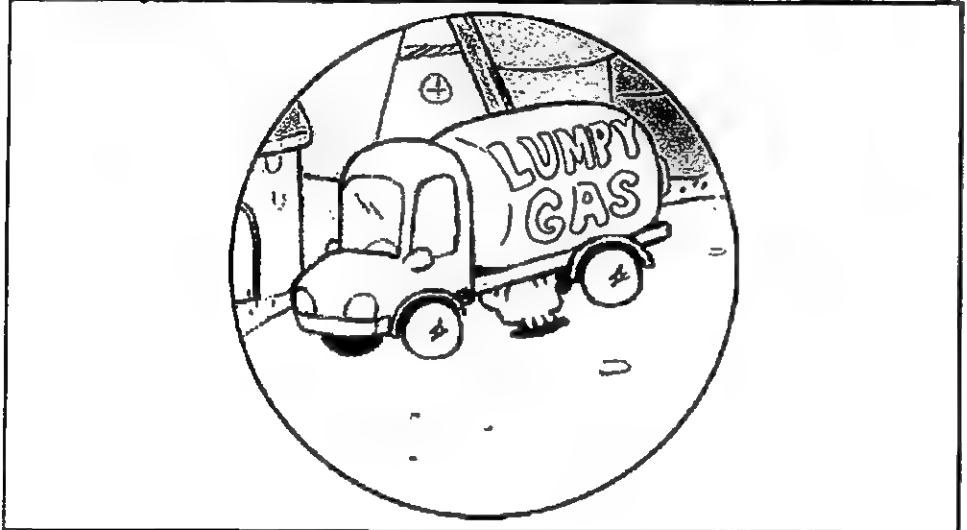
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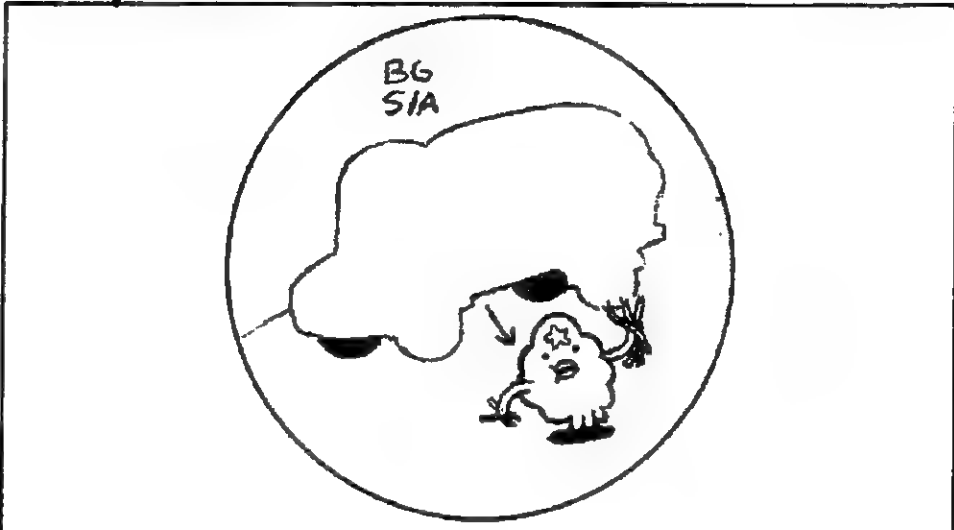


Page 143

Sc. **89** Pnl. A Bg. day night



Sc. **89 CONT** Pnl. B Bg. day night



| | |
|---------|---|
| Dialog: | <p><u>SFX</u> : CLIP SNAP</p> <p><u>LSP</u> : EH! EH!</p> |
| Action: | <p>LSP SLIDES OUT HOLDING PLIERS & WIRES</p> |
| Timing: | <p>SEP 24 2013</p> |

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Production :

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ADVENTURE TIME



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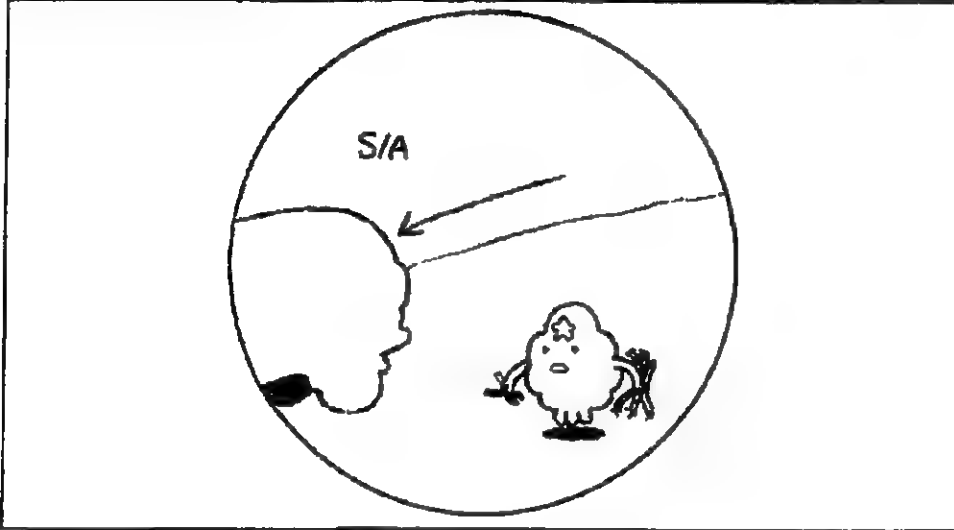
Sc.

89 CONT

Pnl. C

Bg.

day night

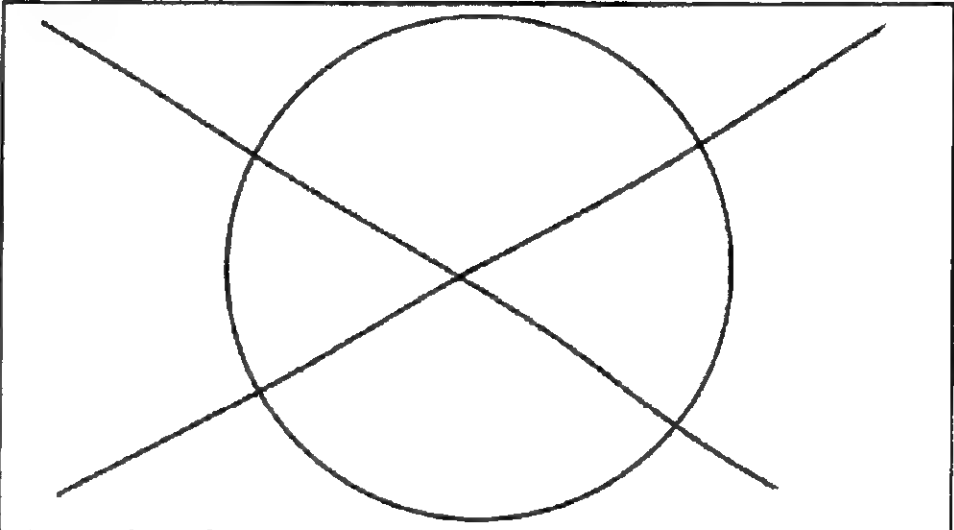


Sc.

Pnl.

Bg.

day night



| |
|---------------------------------|
| Dialog: |
| Action: TRUCK ROLLS DOWNHILL |
| Timing: SEP 24 2013 |

EPISODE # 1014-160

Production :

1014/160

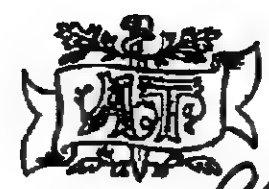
1014/160

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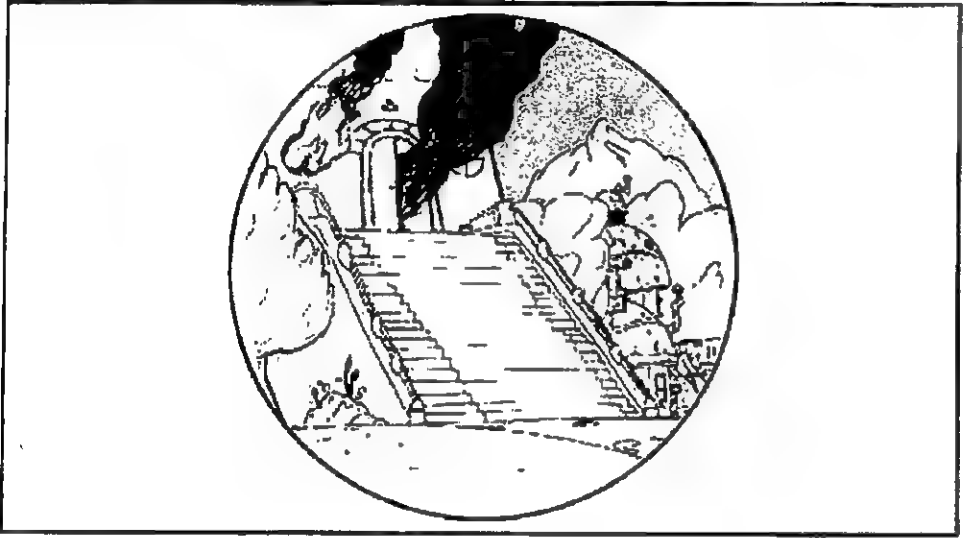


Sc. 90

Pnl. A

Bg.

day night

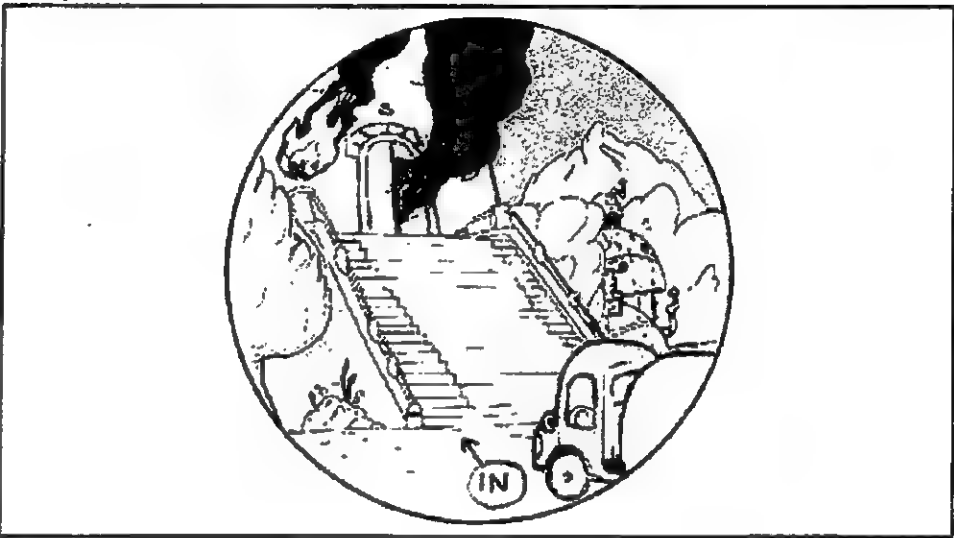


Sc. 90 CONT

Pnl. B

Bg.

day night



| | |
|-------------|--------------------|
| Dialog: | |
| Action: | -TRUCK ROLLS ON/S. |
| Timing: | |
| SEP 24 2013 | |

EPISODE # 1014-160
Production :

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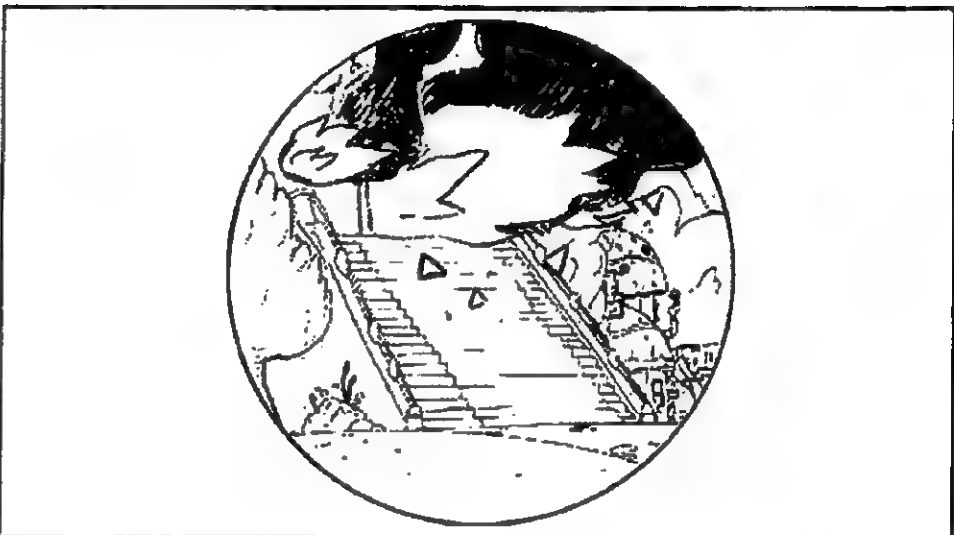
Sc. 90 CONT Pnl. C Bg.

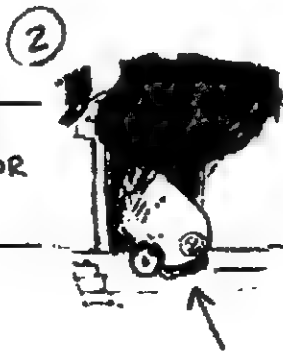
day night



Sc. 90 CONT Pnl. D Bg.

Page 146
day night



| | | |
|---------|---|------------|
| Dialog: | | |
| Action: | GAS TRUCK GOES UP STAIRS & THROUGH DOOR | SEX: BOOM! |
| Timing: |  | |

SEP 24 2013

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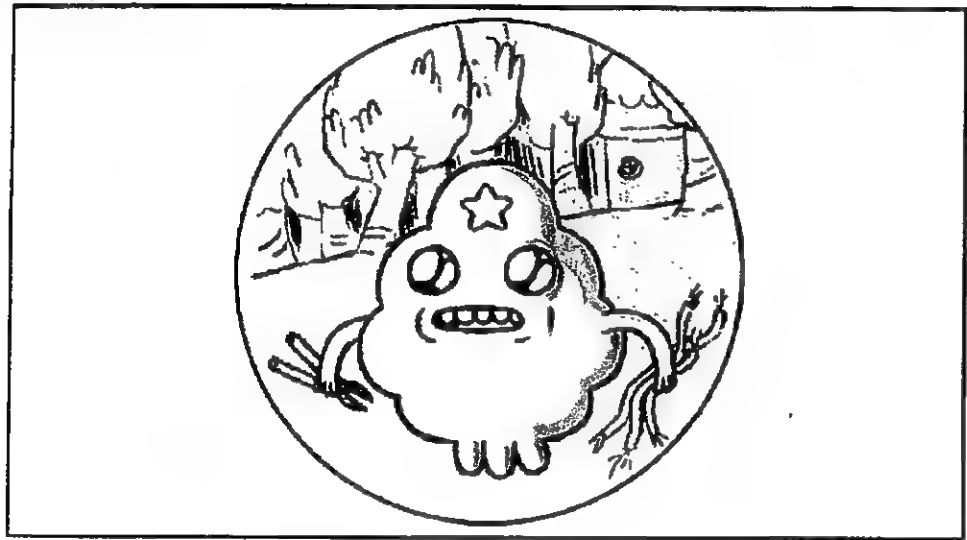
Page 147

Sc. 91

Pnl. A

Bg.

day night

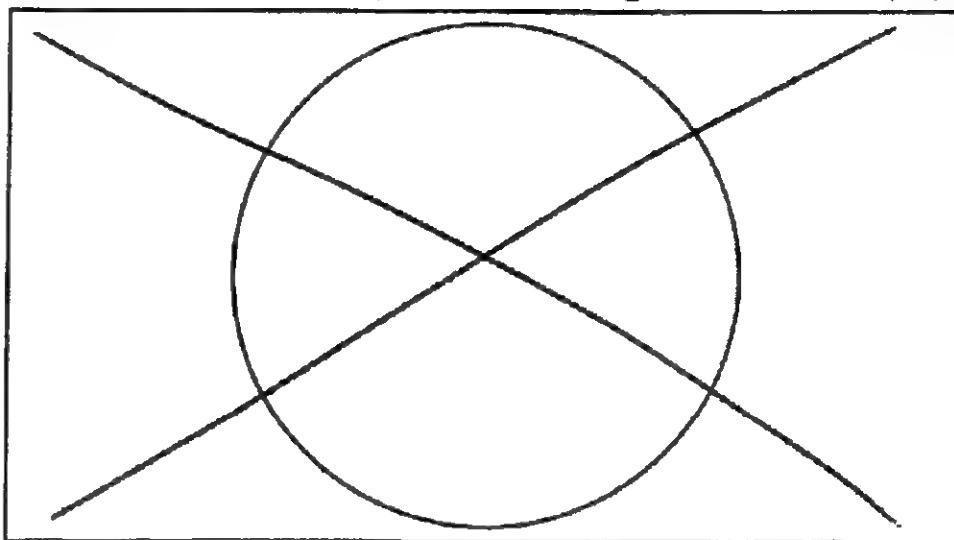


Sc.

Pnl.

Bg.

day night



| | |
|---------|----------------------------------|
| Dialog: | <u>SFX</u> : BURNING & CRACKLING |
| Action: | LIGHT FLICKERING |
| Timing: | SEP 24 2013 |

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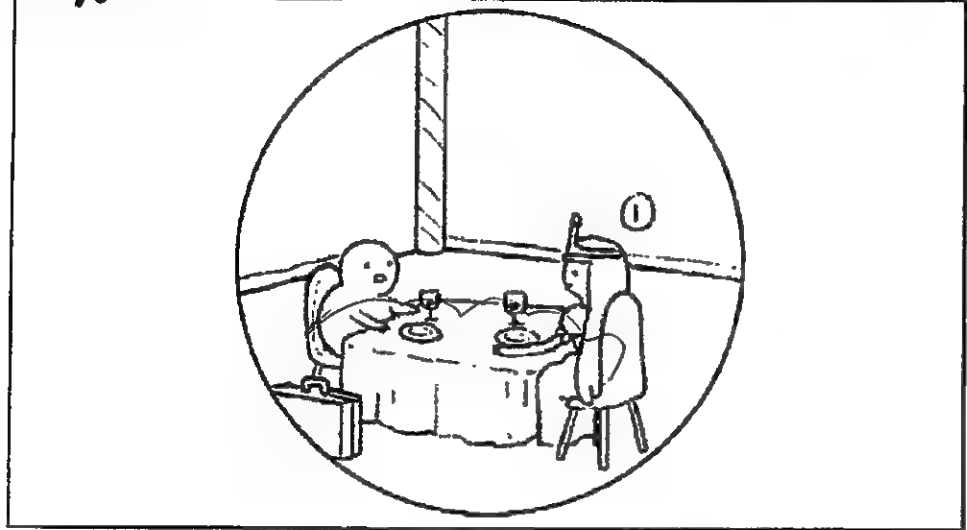
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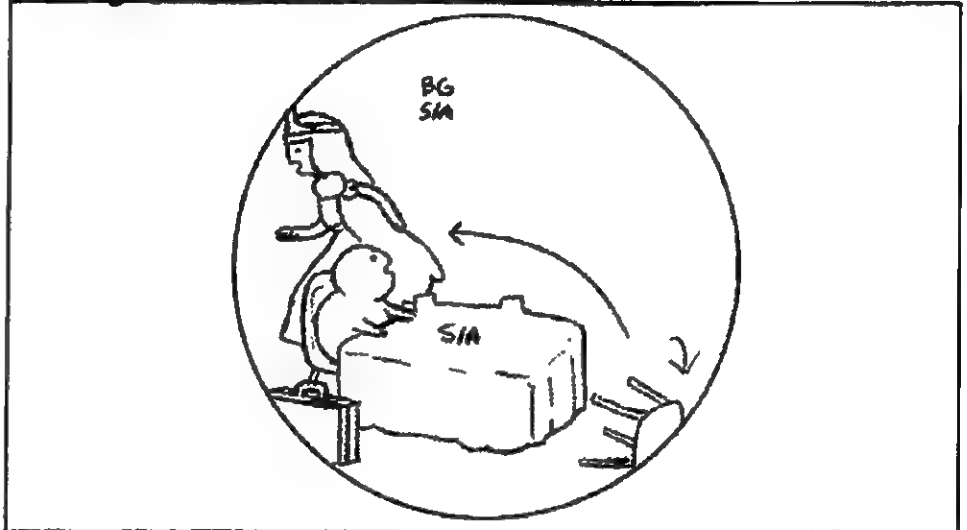
ADVENTURE TIME




Sc. 92 Pnl. A Bg. day night



Sc. 92 CONT Pnl. B Bg. day night



| | | |
|---------|--|---|
| Dialog: | <u>SFX:</u> <u>*BOOM!*</u> <u>PB: *GASP*</u> | <u>PB: WE'RE UNDER ATTACK.</u> |
| Action: | <u>PB STANDS UP, KNOCKS OVER CHAIR</u> | <u>-PB RUNS PAST JOHNNIE.</u> <u>- CHAIR FALLS OVER.</u> |
| Timing: |  | |

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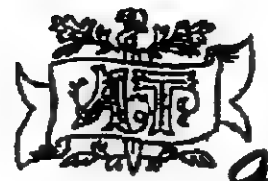
1014/160

1014/160

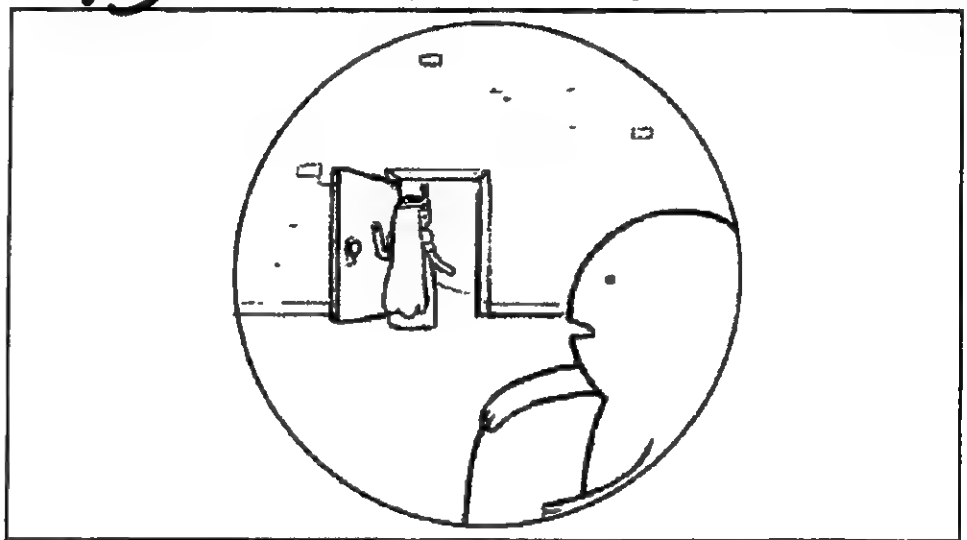
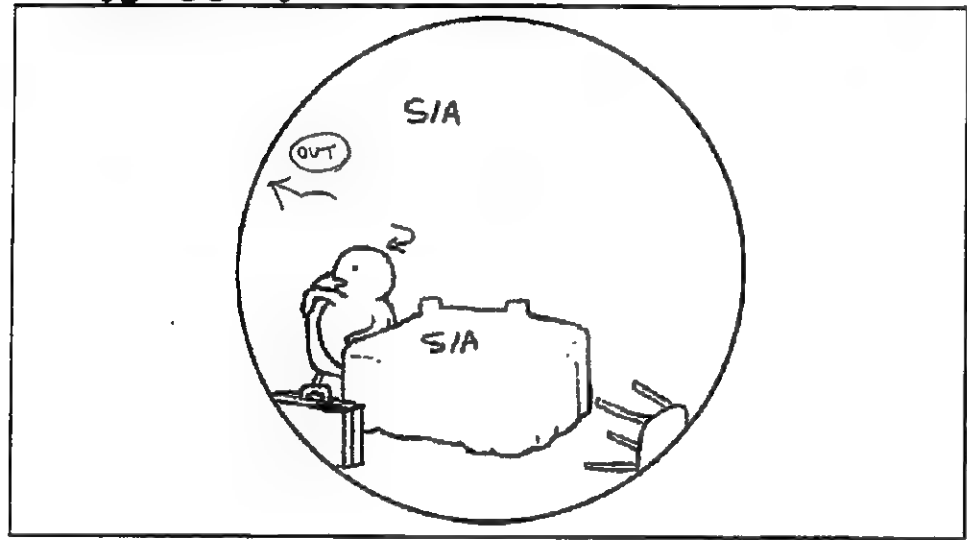
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ADVENTURE TIME



Sc. **92 CONT** Pnl. C Bg. day night Sc. **93** Pnl. A Bg. day night Page **149**



| | | |
|---------|------------------------|-----------------|
| Dialog: | <u>J</u> : CAN I HELP? | <u>PB</u> : NO. |
| Action: | PB RUNS OFF/S | |
| Timing: | SEP 24 2013 | |

EPISODE # 1014-160 Production :

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ADVENTURE TIME

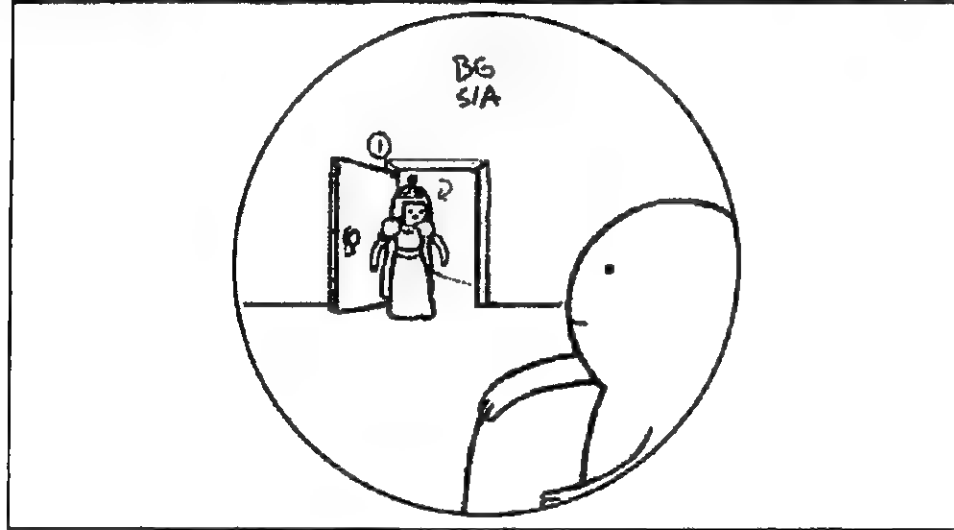


Sc. 93 CONT

Pnl. B

Bg.

day night

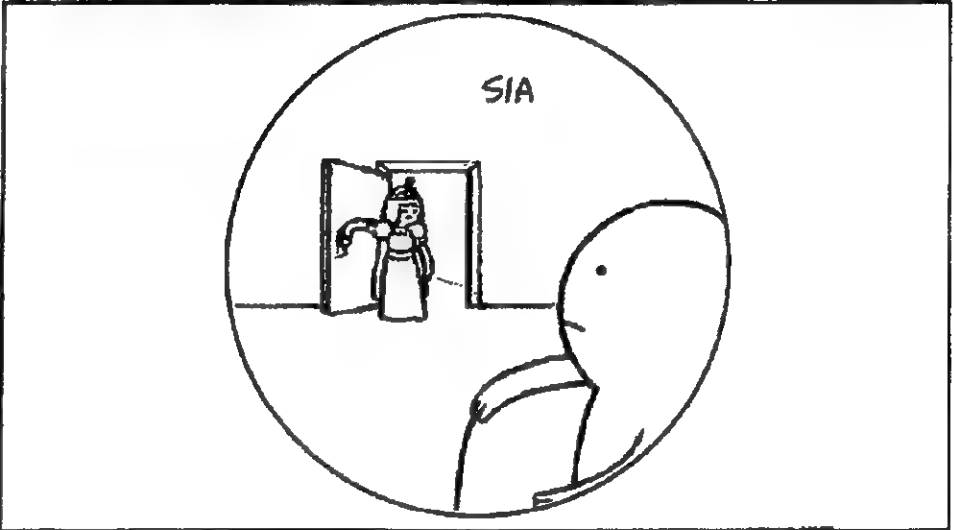


Sc. 93 CONT

Pnl. C

Bg.

day night



| | | |
|--|---|----------------|
| <p>Dialog:</p> <p>① PB: HIDE YOURSELF BENEATH THE TABLECLOTH.</p> <p>② THERE'S CYANIDE LACED IN THE GUM UNDER THE TABLE.</p> | <p>Action:</p> <p>PB TURNS ① AND POINTS ②</p> | <p>Timing:</p> |
|--|---|----------------|



PB: CHEW IT IF YOU HEAR RAIDERS
BREAK DOWN THE DOOR.

— PB GRABS DOOR HANDLE

SEP 24 2013

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EPISODE

Production :

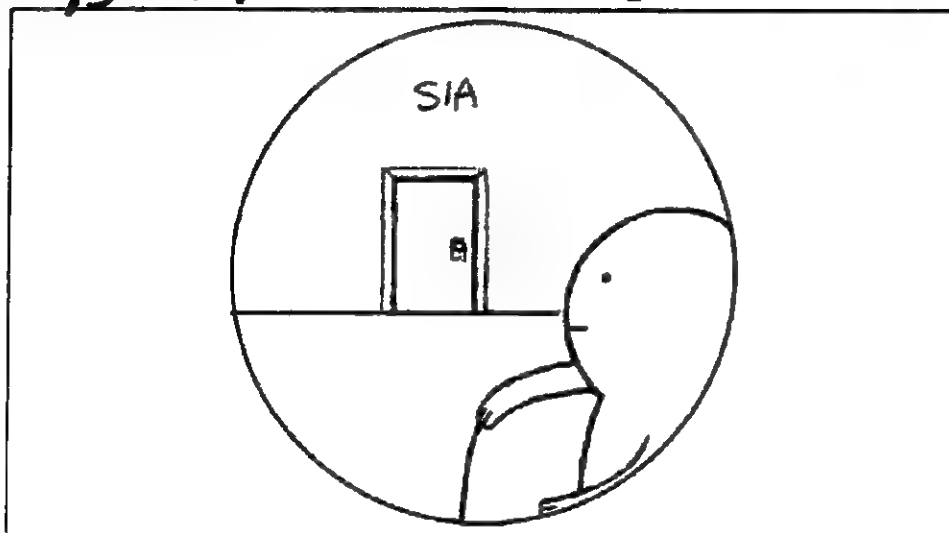
ADVENTURE TIME

Page 151Sc. 93 CONT

Pnl. D

Bg.

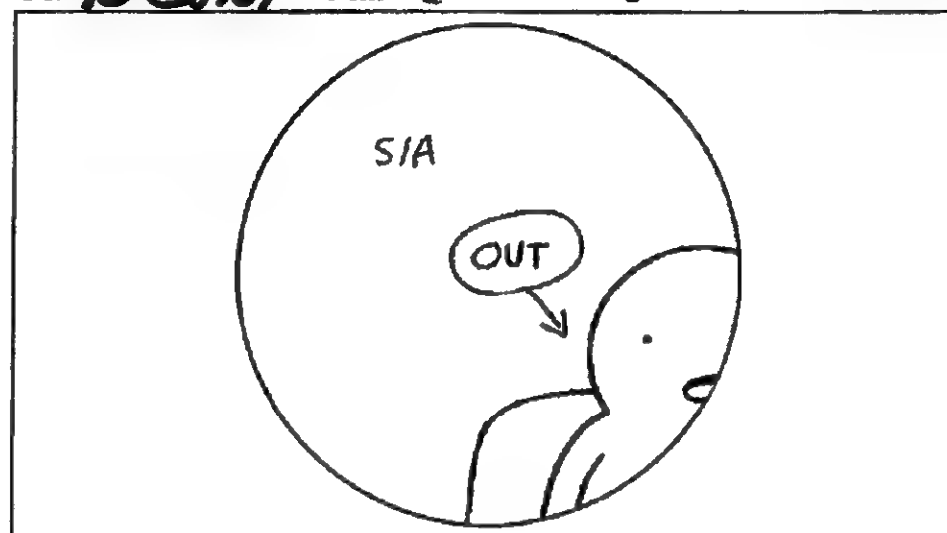
day night

Sc. 93 CONT

Pnl. E

Bg.

day night



Dialog:

SFX: SLAM!J: OKAY.

Action:

— PB SLAMS DOOR BEHIND HER

— JOHNNIE CLIMBS DOWN OFF/S

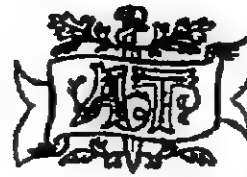
Timing:

SEP 24 2013

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Production :

ADVENTURE TIME

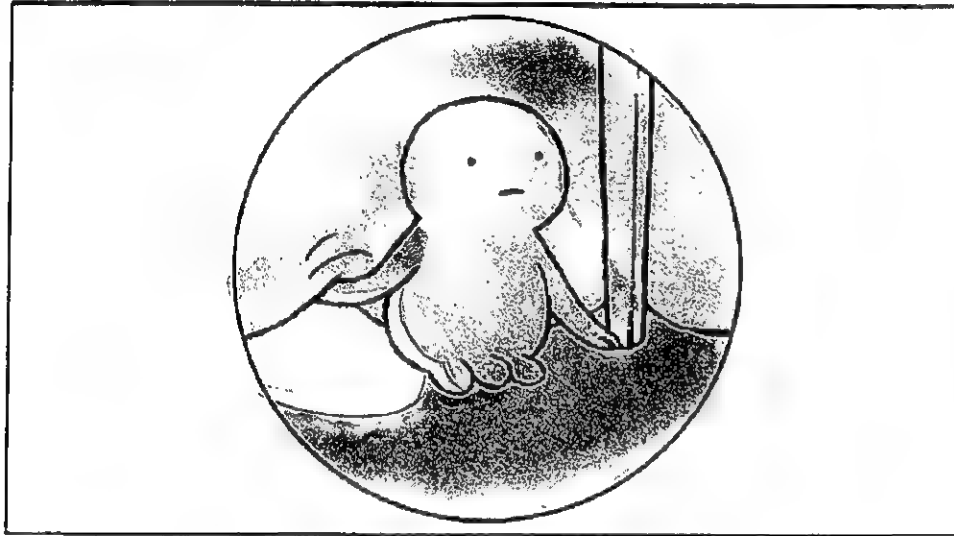


Sc. **94**

Pnl. A

Bg.

day night



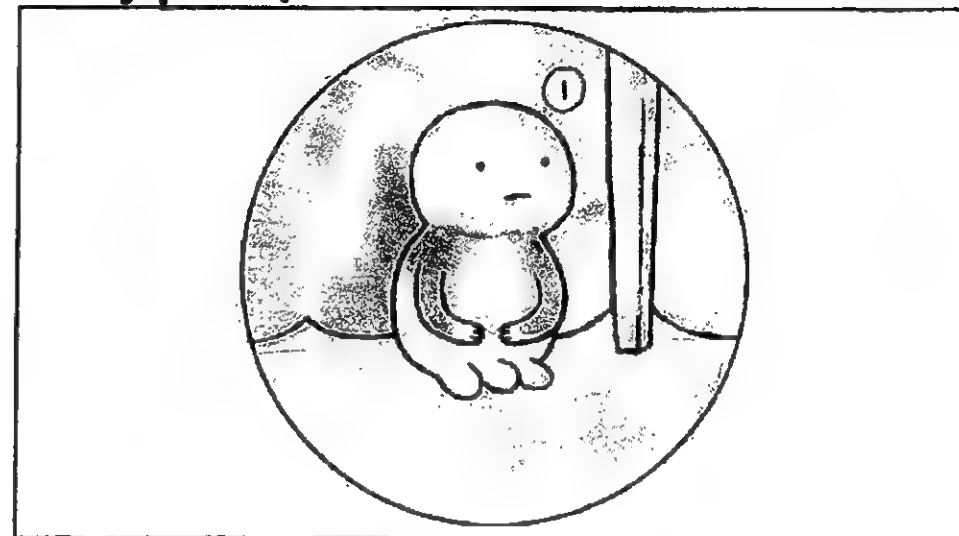
Sc. **94 cont**

Pnl. B

Bg.

day night

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Dialog:

Action:

- J LOOKS UP



Timing:

SEP 24 2013

EPISODE # **1014-160**

Production :

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ADVENTURE TIME



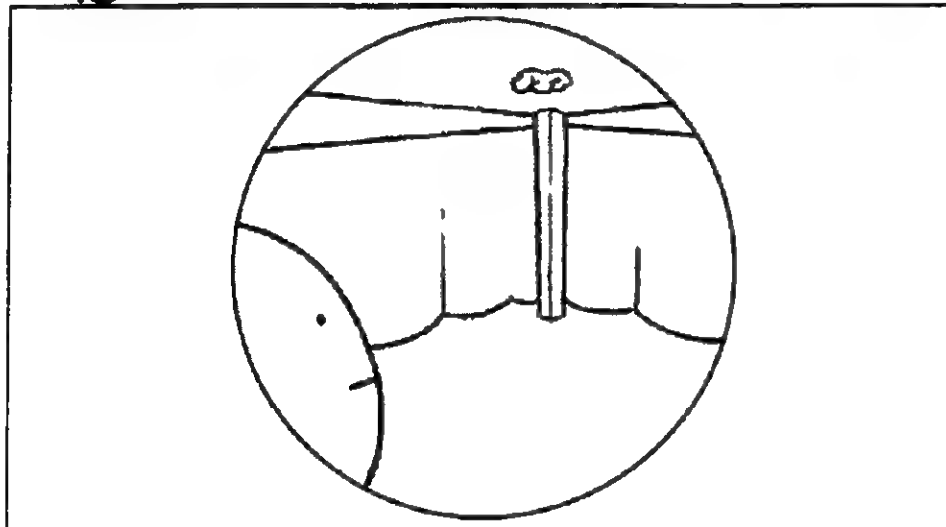
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Sc. 95

Pnl. A

Bg.

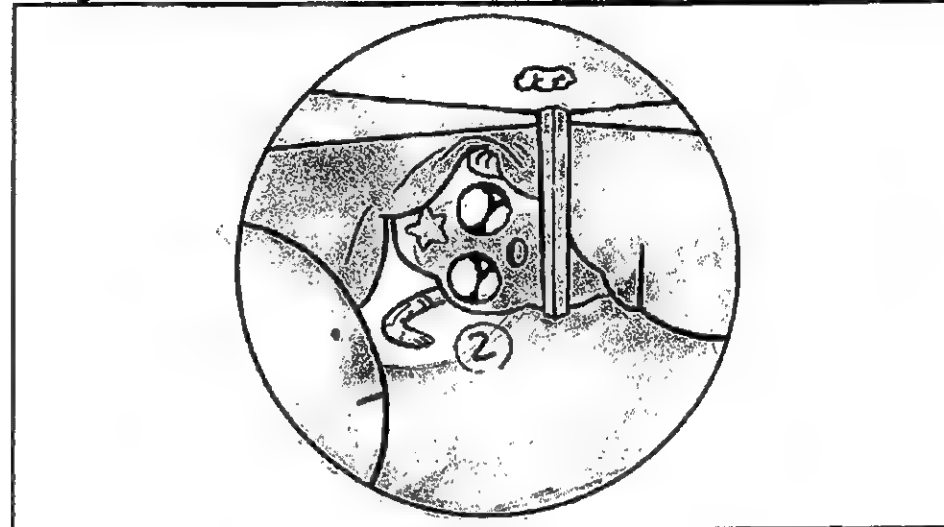
day night



Sc. 95 CONT Pnl. B

Bg.

day night



Dialog:

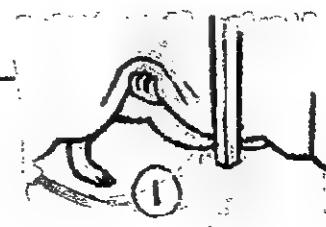
LSP: HI JOHNNY

Action:

BEAT STARING AT GUM

-LSP PEEKS UNDER
TABLECLOTH

Timing:



SEP 24 2013

EPISODE# 1014-160

Production :

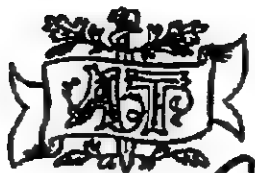
1014/160

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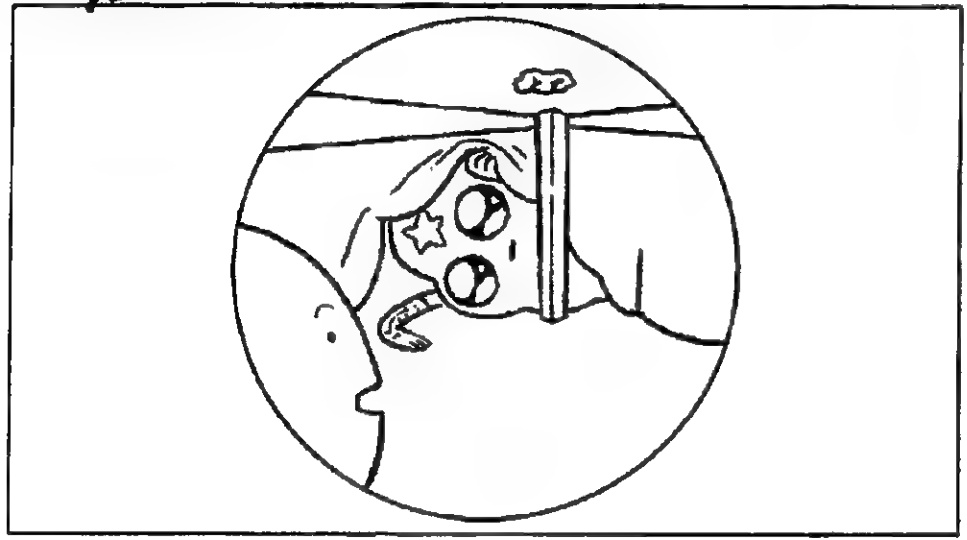
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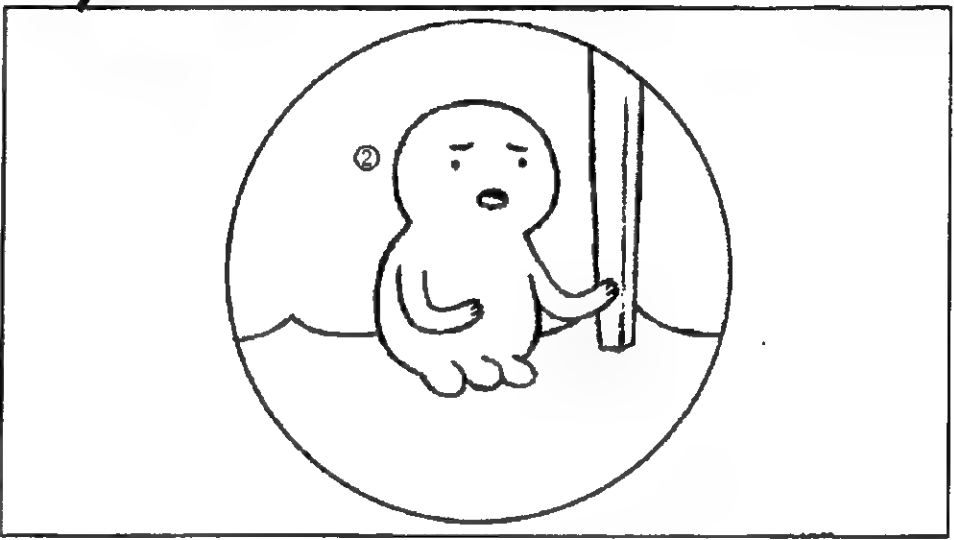
ADVENTURE TIME



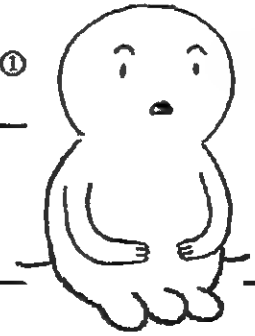
Sc. 95 CONT Pnl. C Bg. day night



Sc. 96 Pnl. A Bg. day night



| | |
|------------|-----------------------------|
| Dialog: | |
| J: *GASP!* | J: WHAT ARE YOU DOING HERE? |
| Action: | |
| Timing: | |



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Production :

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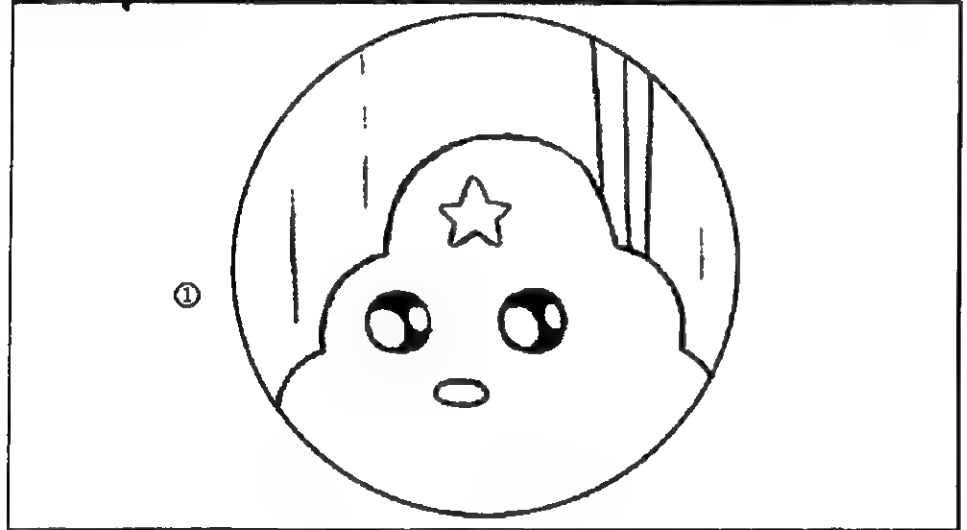
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ADVENTURE TIME



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Sc. **97** Pnl. A Bg. day night



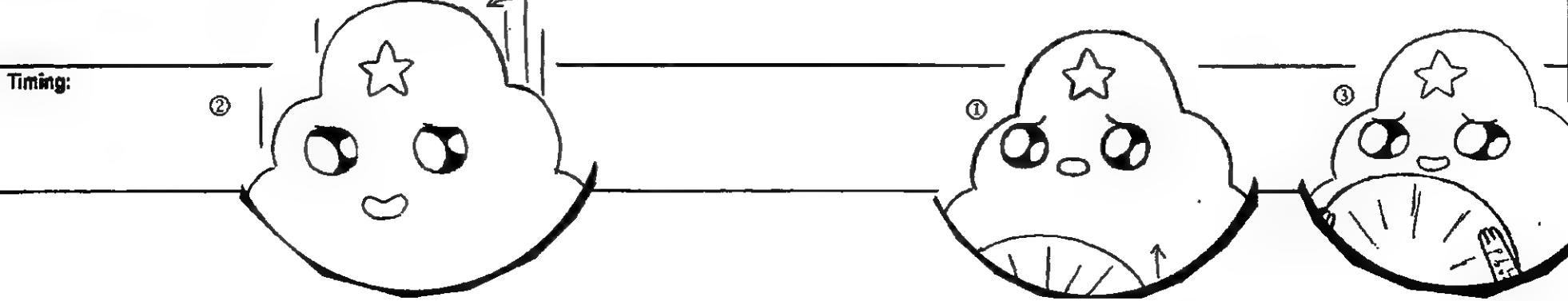
Sc. **97 cont** Pnl. B Bg. day night



Dialog:
LSP: I'M GOING TO TIME TRAVEL YOU BACK —

LSP/ To when we first met at the Tavern...
back to when you loved me. So we can
have a second chance.

Action:
-LSP slowly lifts sphere o/s



EPISODE# 1014-160

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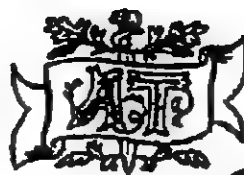
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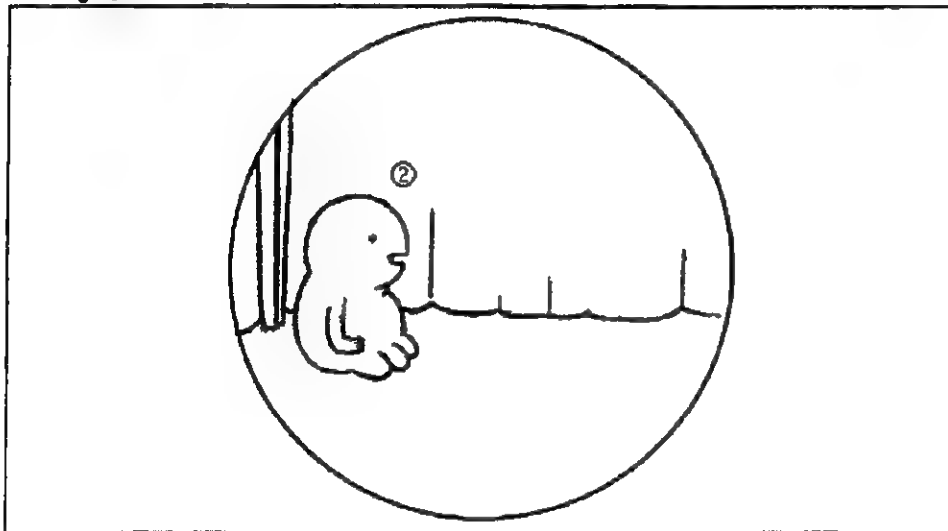


Sc. 98

Pnl. A

Bg.

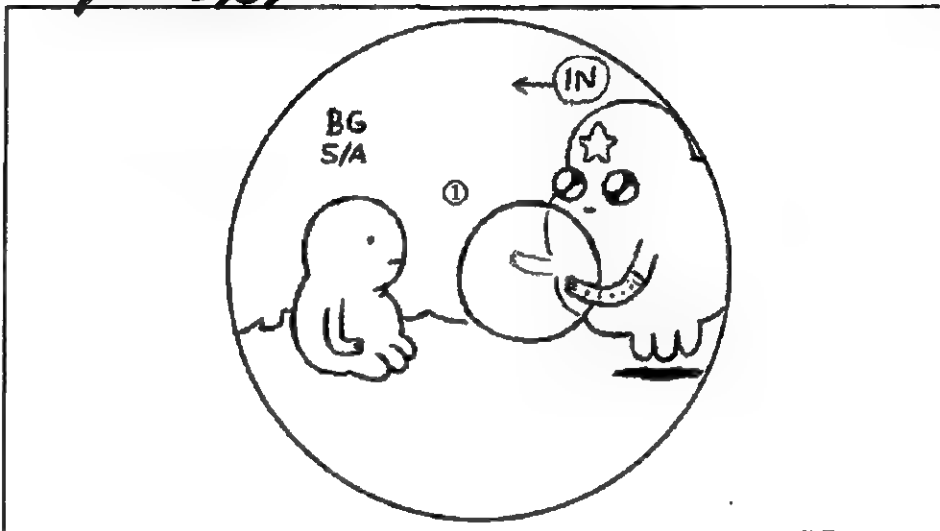
day night



Sc. 98 CONT Pnl. B

Bg.

day night



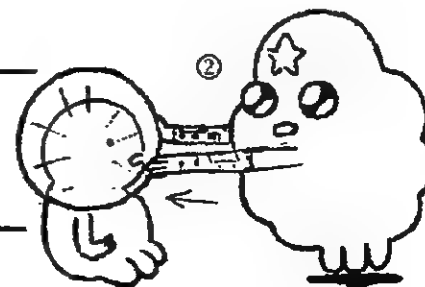
Dialog:

J: I...WHAT?

Action:

- LSP FLOATS FORWARD.

Timing:



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Production :

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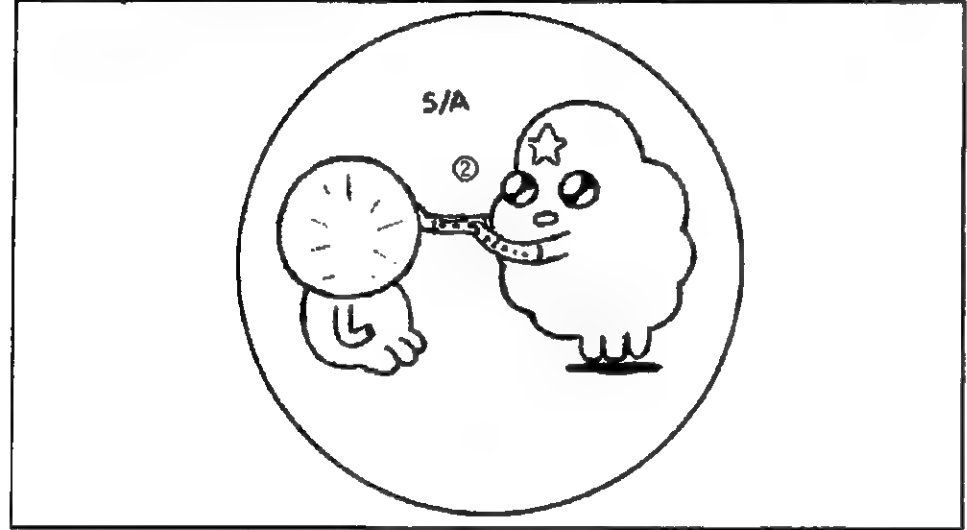
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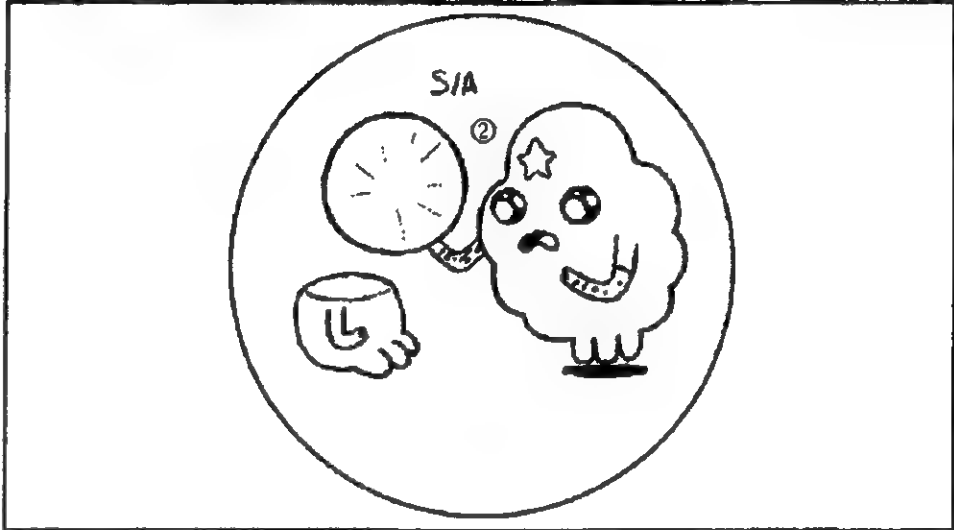
ADVENTURE TIME



Sc. 98 CONT Pnl. C Bg. day night

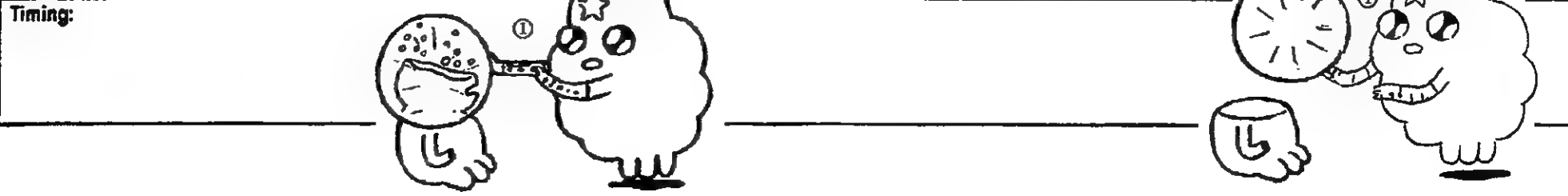


Sc. 98 CONT Pnl. D Bg. day night



Dialog: SFX: WOMP! BEEP! LSP: EUH!

Action: - LSP PUSHES 'TIME TRAVEL' BUTTON - HALF of JOHNNIE DISAPPEARS
- Johnny's molecules break apart and dissipate



EPISODE# 1014-160

Production : SEP 24 2013

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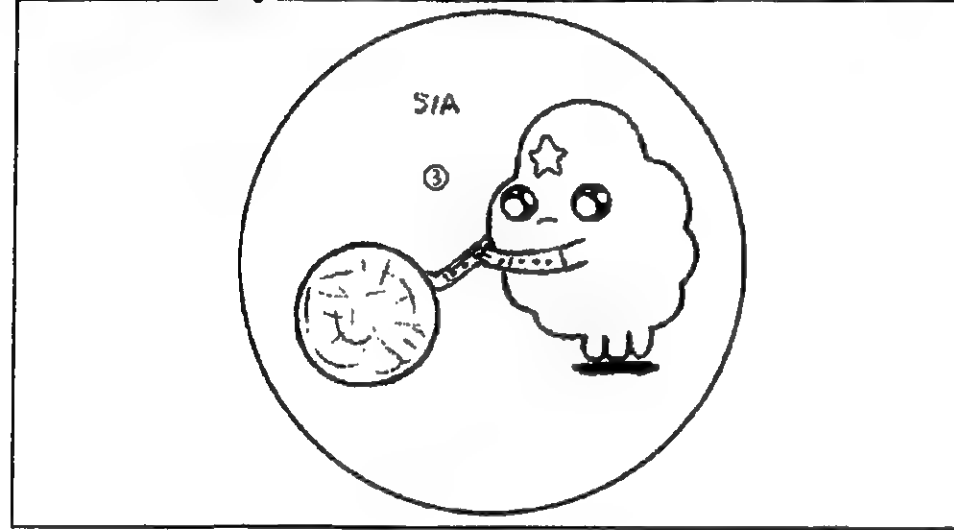
1014/160

ADVENTURE TIME

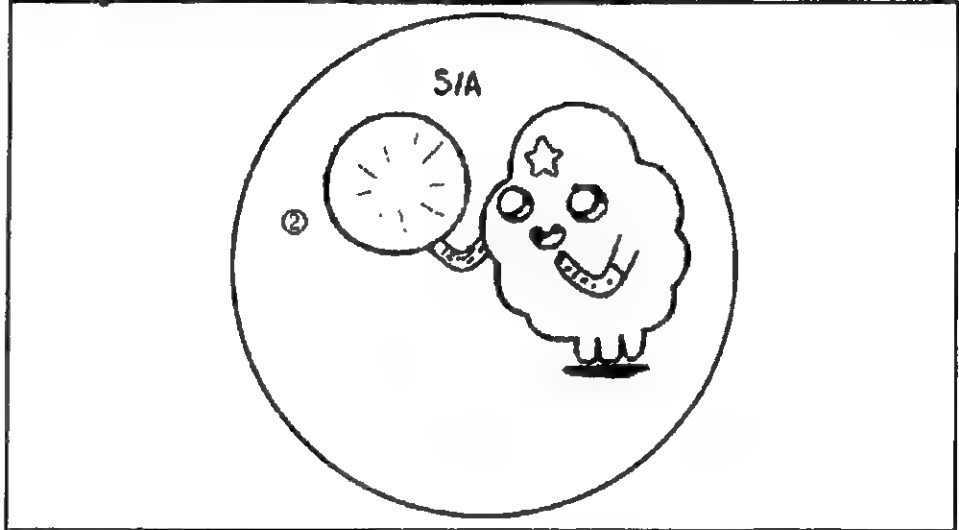


Page 158

Sc. 98 cont Pnl. E Bg. day night



Sc. 98 cont Pnl. F Bg. day night



Dialog:
SFX: WOMP! BEEP! LSP: EUH...

Action: -LSP hits time travel button
-Johnny's molecules break apart and dissipate -LSP lifts sphere

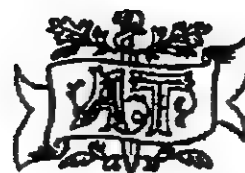


EPISODE # 1014-160

Production :

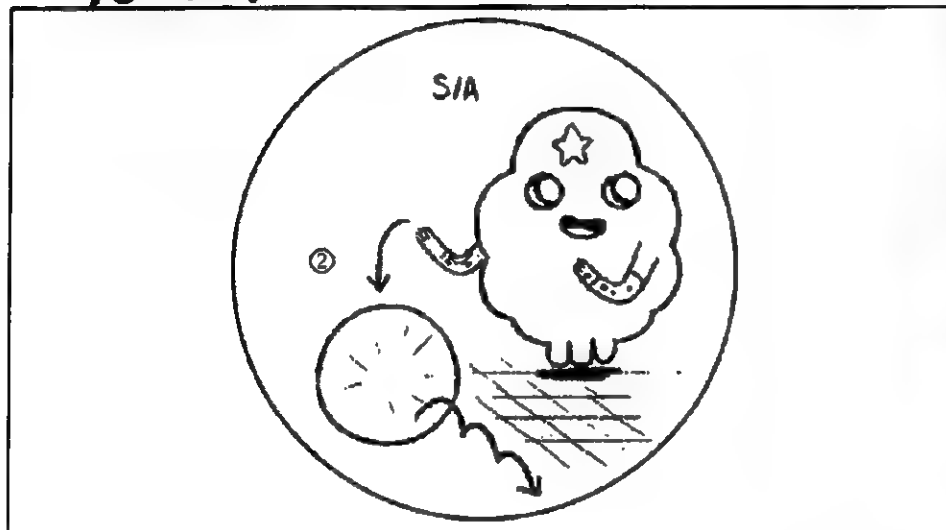
SEP 24 2013

ADVENTURE TIME



Sc. **98 cont** Pnl. **G** Bg.

day night



Sc. **98 cont** Pnl. **H** Bg.

Page **159**

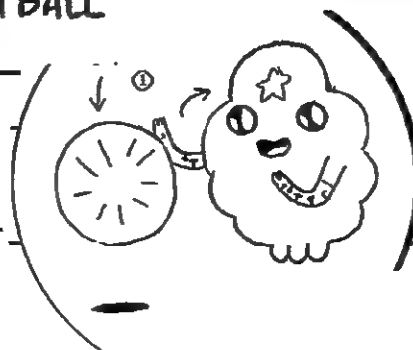
day night



Dialog:
(HOPEFUL)
LSP: HEH HEH HEH...

Action:
- SPHERE BOUNCES OFF/S LIKE A BASKETBALL

Timing:



EPISODE# 1014-160

Production :

SEP 24 2013

1014/160

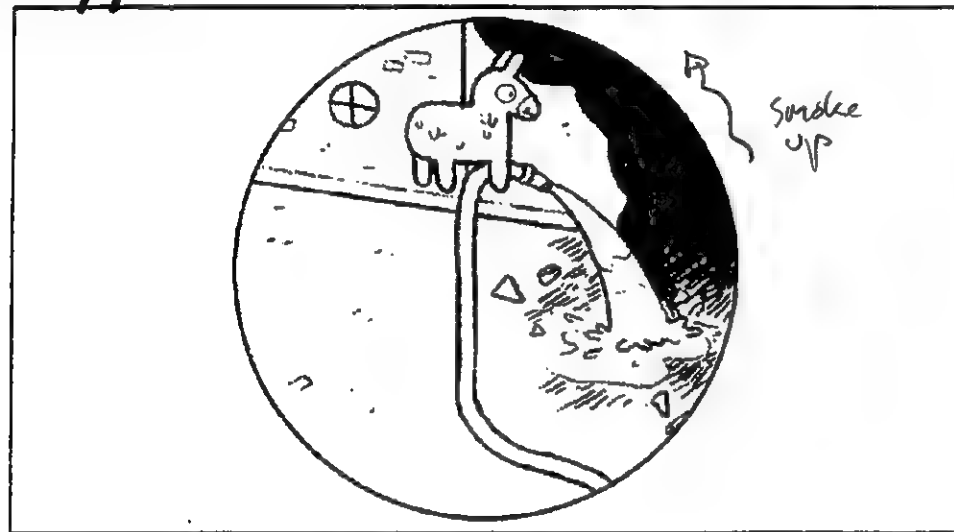
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ADVENTURE TIME

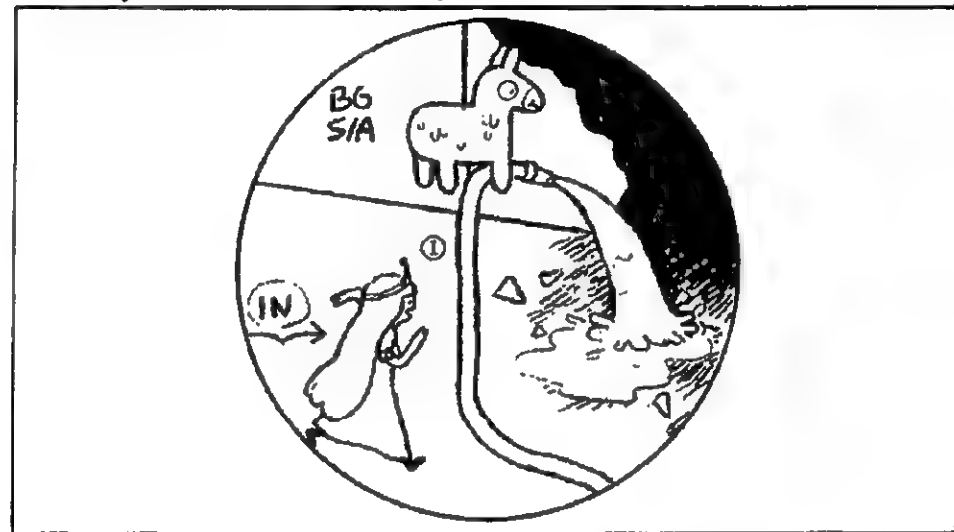


Page 160

Sc. 99 Pnl. A Bg. day night



Sc. 99 CONT Pnl. B Bg. day night



| | |
|---------|---|
| Dialog: | <p>SFX: *SPSHHH*</p> <p>PB: MANFRIED! WHERE ARE THE BANANA GUARDS?!</p> |
| Action: | |
| Timing: | |



EPISODE # 1014-160

Production :
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ADVENTURE TIME



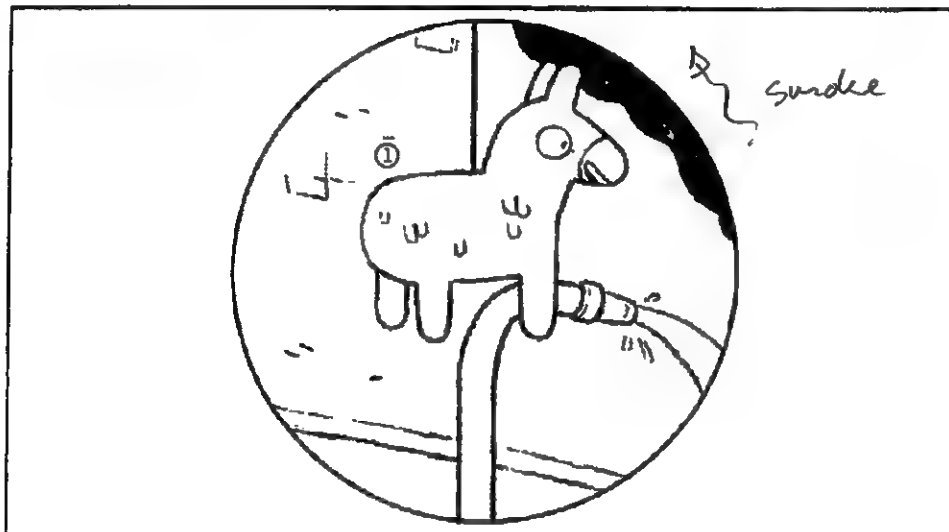
Page 161

Sc. 100

Pnl. A

Bg.

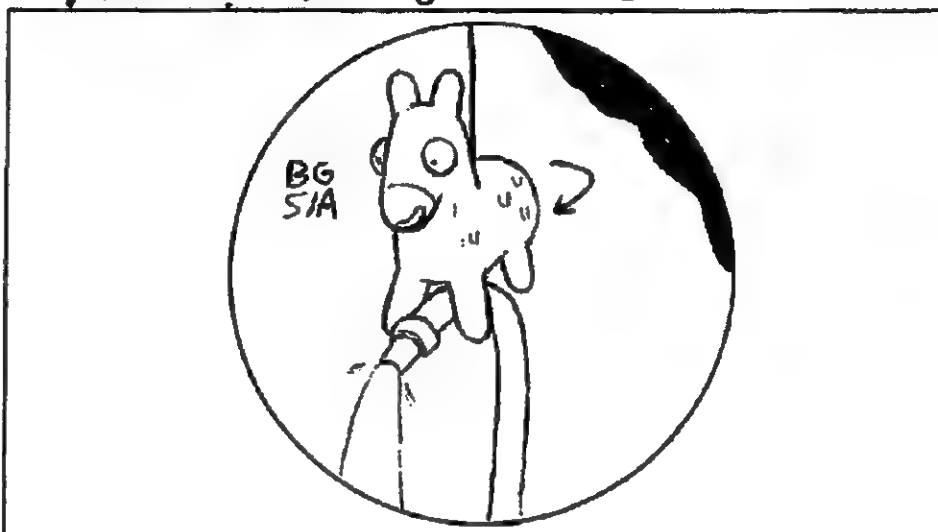
day night



Sc. 100 CONT Pnl. B

Bg.

day night



Dialog:

M: TAKE A CHILL PILL PRINCESS.

M: I HANDLED IT.

Action:

Timing:



EPISODE # 1014-160

Production :

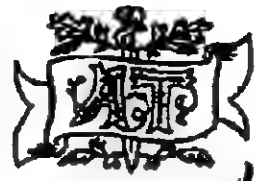
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ADVENTURE TIME

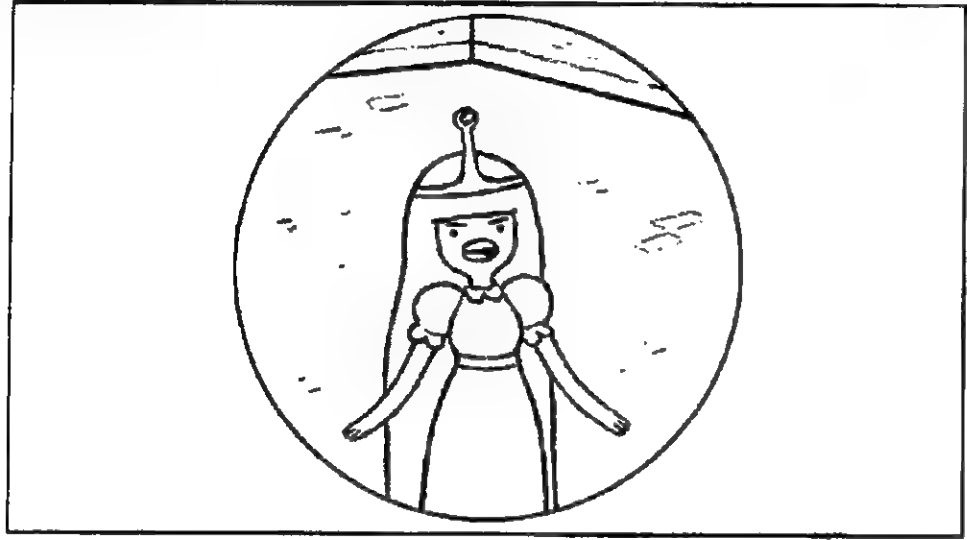


Sc. 101

Pnl. A

Bg.

day night



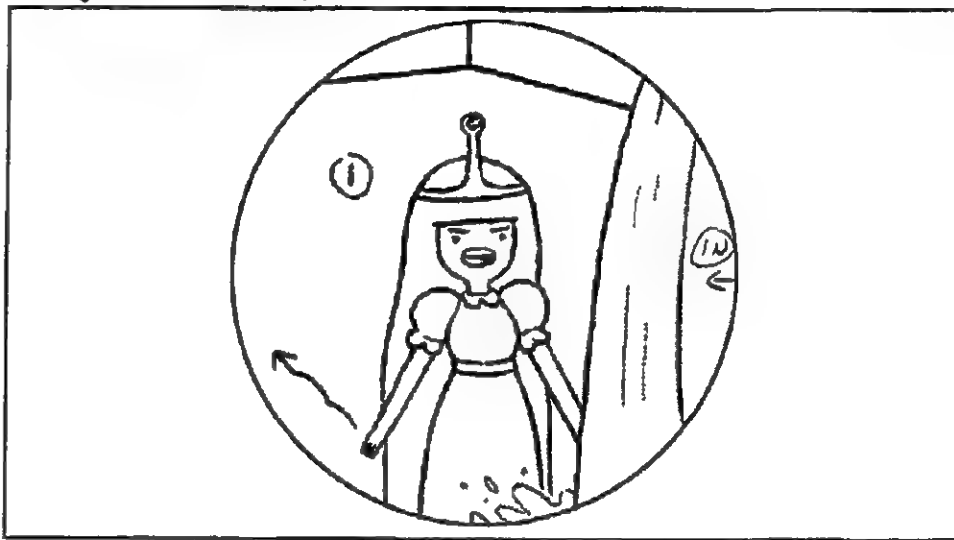
Sc. 101 CONT

Pnl. B

Bg.

day night

Page 162



| | | |
|---------|--|---------------------|
| Dialog: | PB: <u>WHAT</u> — | PB: DID YOU HANDLE? |
| Action: | PB BACKS AWAY FROM WATER w/ water move away | |
| Timing: | From Cam | |

1014-160

EPISODE #

1014/160

Production :

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1014/160

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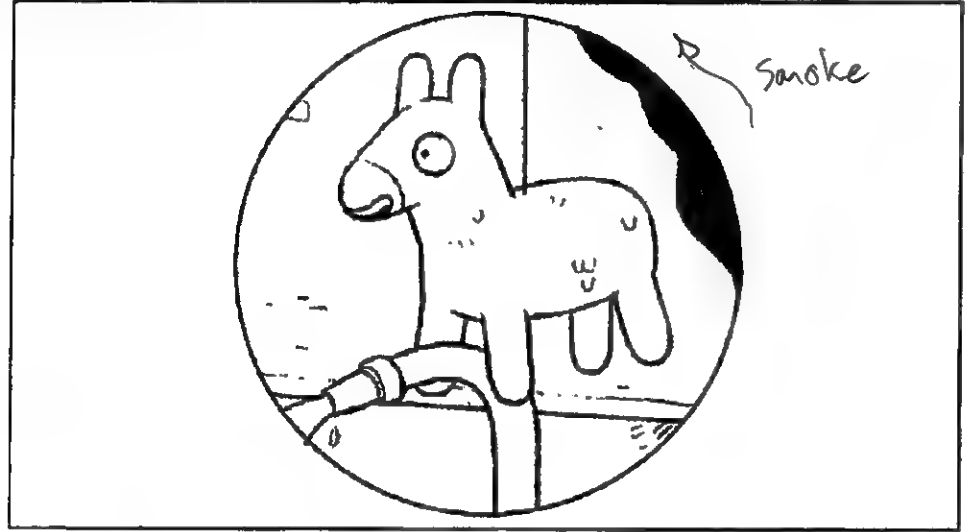
Page 163

Sc. 102

Pnl. A

Bg.

day night

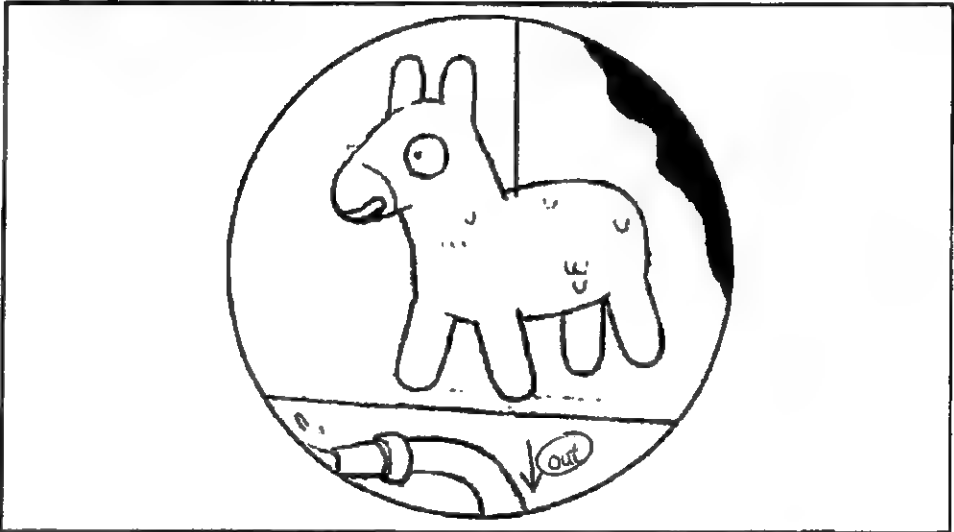


Sc. 102 CONT

Pnl. B

Bg.

day night



Dialog:

M: Y'KNOW SOMEONE DROVE THEIR CAR IN THE DOOR BUT NO ONE WAS DRIVING

M: AND IT EXPLODED SO I HANDLED IT.

Action:

M DROPS HOSE WHILE IT'S STILL RUNNING

Timing:

EPISODE # 1014-160

Production :

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ADVENTURE TIME



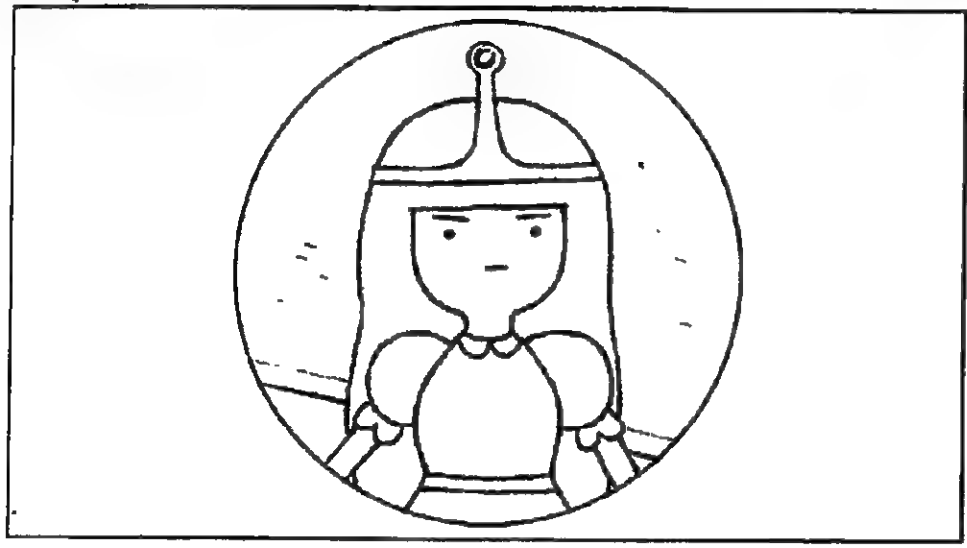
Page 164

Sc. 103

Pnl. A

Bg.

day night

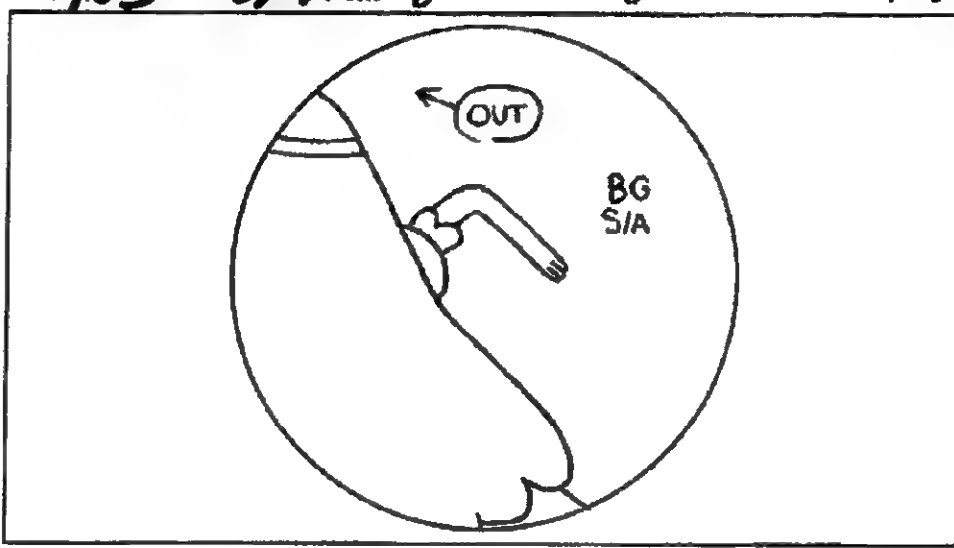


Sc. 103 *cont*

Pnl. B

Bg.

day night



Dialog:

PB: Hrmm.

Action:

- PB TURNS & RUNS OFF/S

Timing:

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Production :

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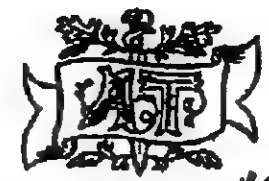
1014/160

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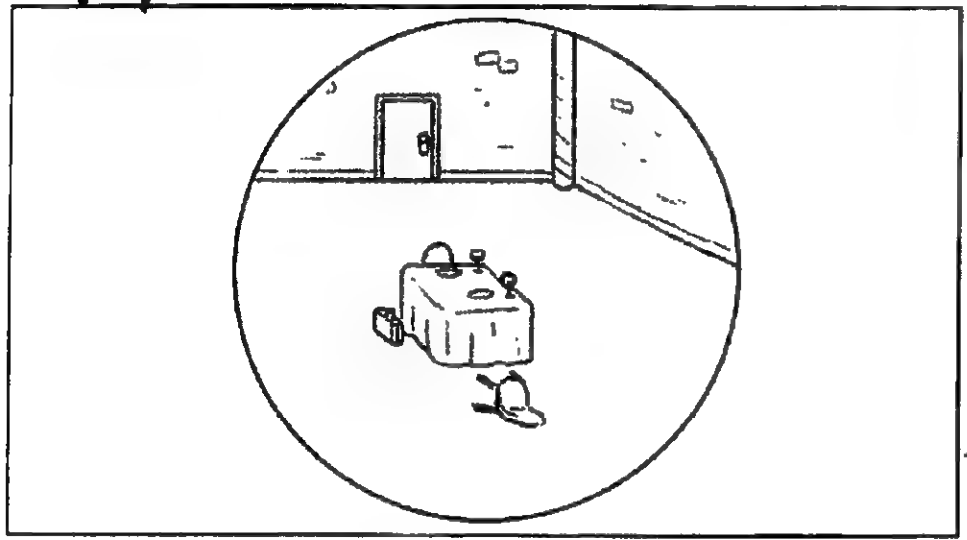
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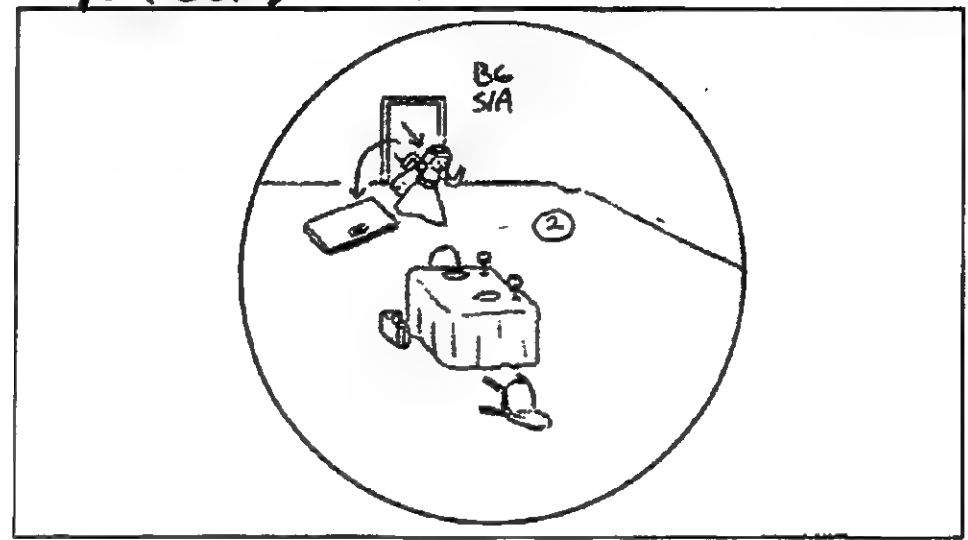




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Sc. 104 Pnl. A Bg. day night



Sc. 104 CONT Pnl. B Bg. day night



| | |
|---------|---|
| Dialog: | <p><u>SFX</u> : BANG BANG BANG</p> <p><u>PB</u> : DON'T CHEW IT! DON'T CHEW IT! DON'T CHEW IT!</p> |
| Action: | <p>— PB KICKING DOOR</p> <p>— PB KICKS DOWN DOOR & RUNS IN</p> |
| Timing: | <p></p> <p></p> |

EPISODE # 1014-160

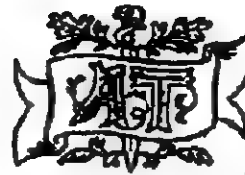
Production :

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ADVENTURE TIME

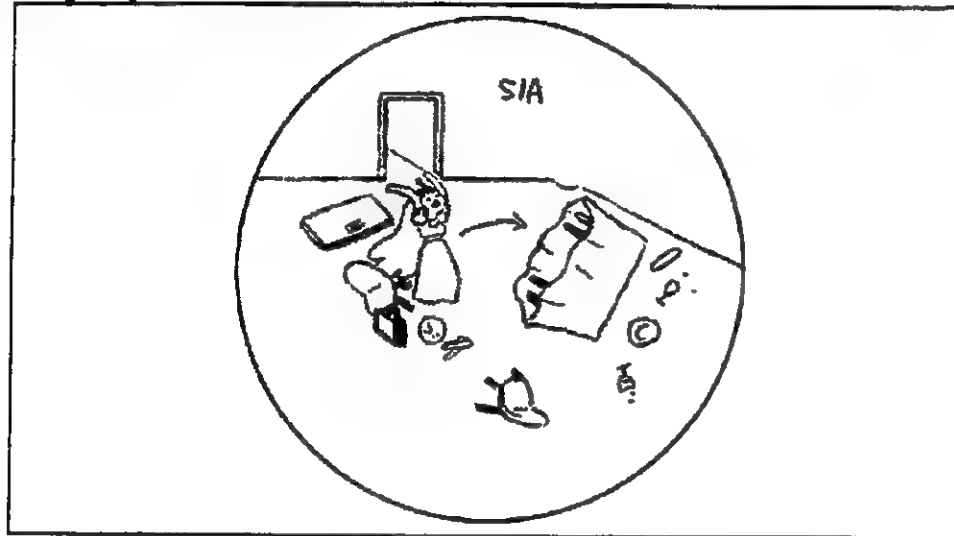


Sc. 104 CONT

Pnl. C

Bg.

day night

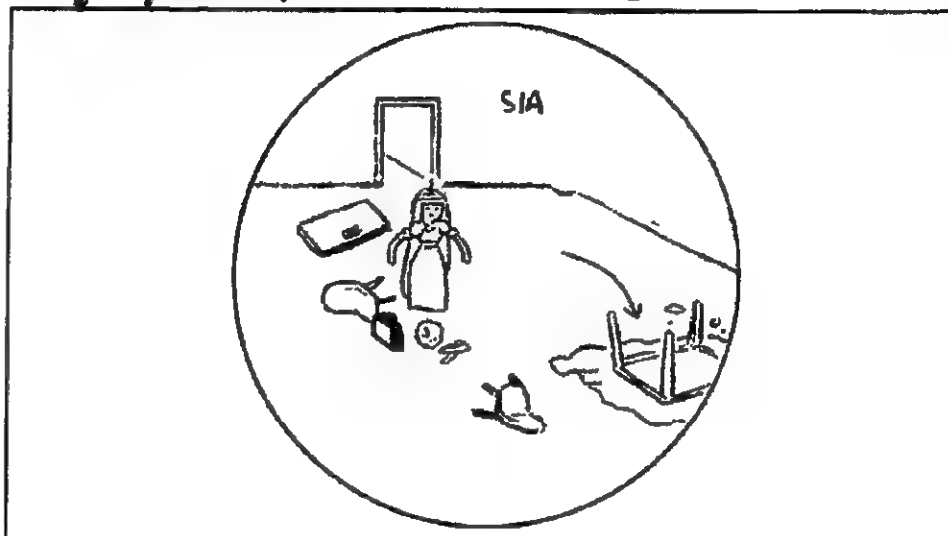


Sc. 104 CONT

Pnl. D

Bg.

day night



Dialog:

PB: HUU!

PB: [PANTING]

SFX: *CLATTER*

Action:

- PB OVERTURNS

-PB PANTING, OUT OF BREATH

Timing:

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EPISODE # 1014-160

Production :
SEP 24 2013

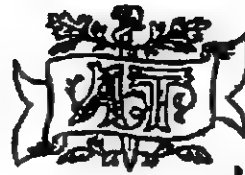
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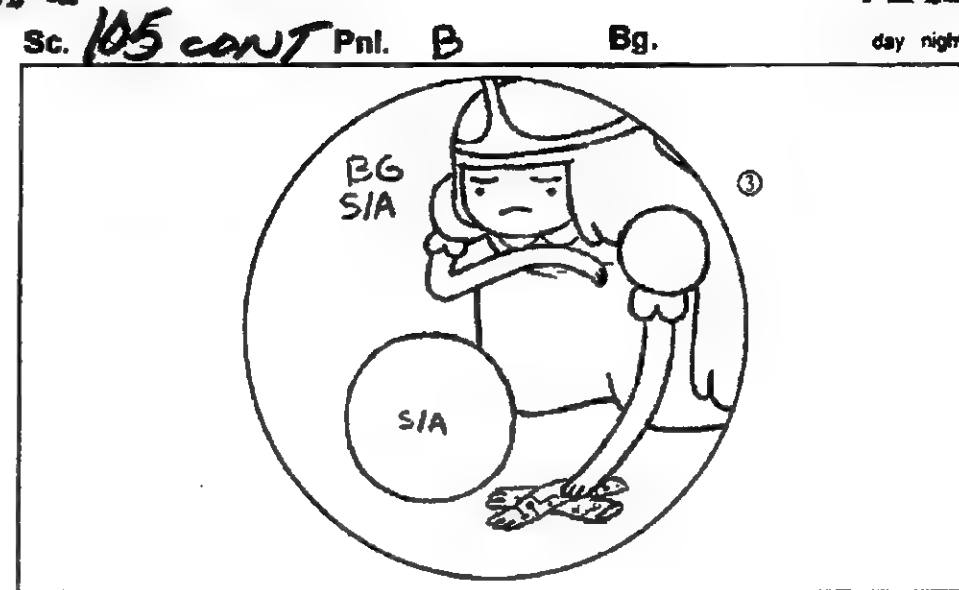
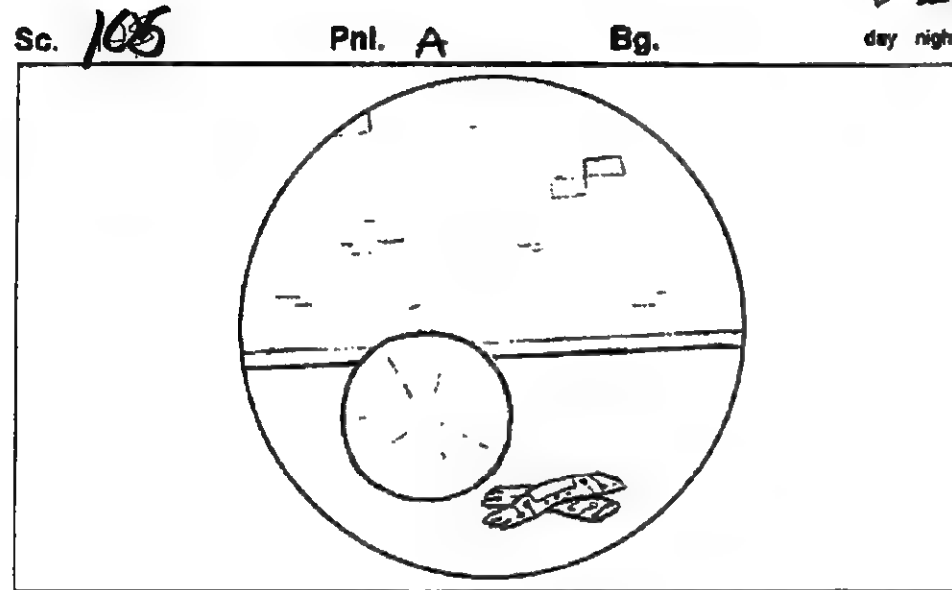
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ADVENTURE TIME



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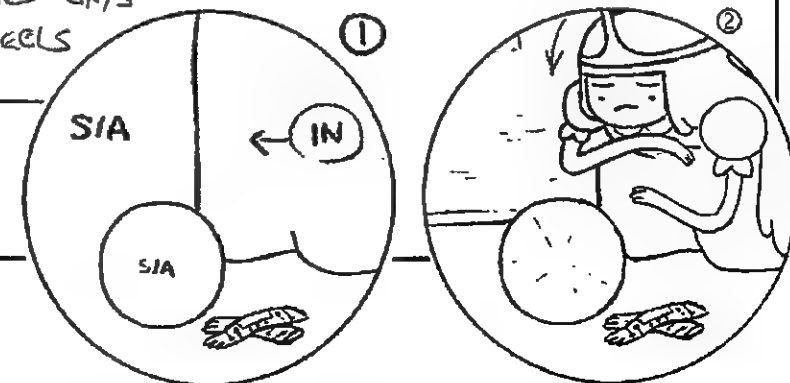


Dialog:

Action:

-PB COMES ON/S AND KNEELS

Timing:



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Production : SEP 24 2013

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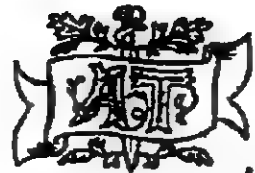
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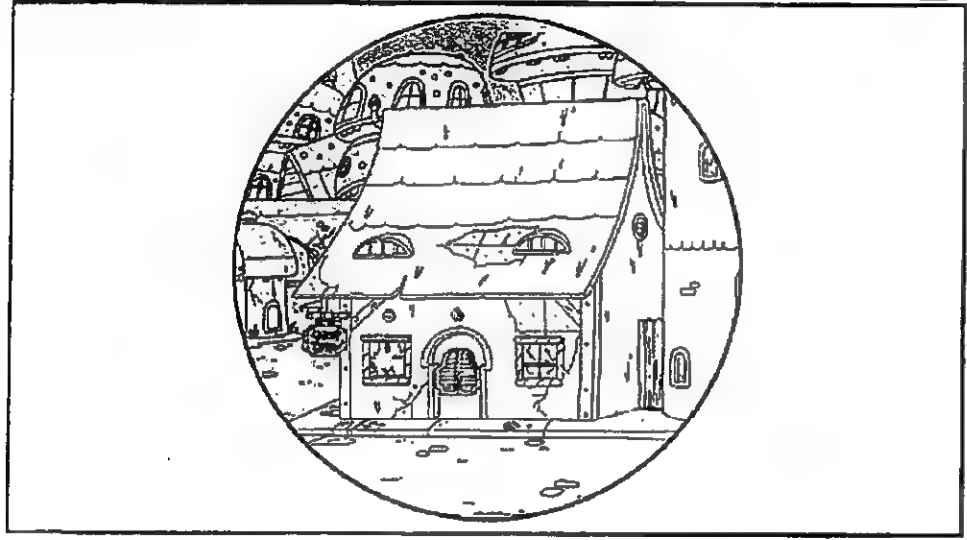


Sc. 106

Pnl. A

Bg.

day ☒ night

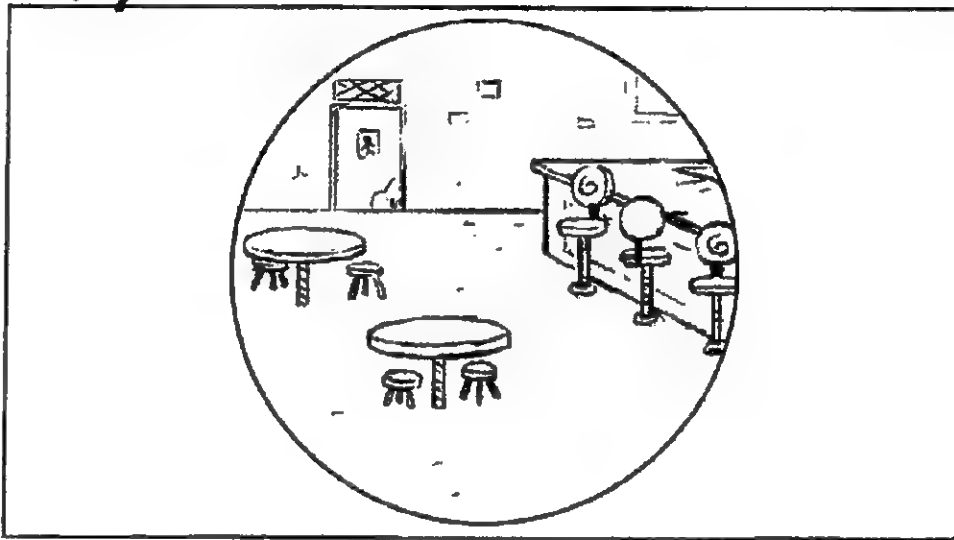


Sc. 107

Pnl. A

Bg.

day ☐ night



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| |
|-----------------------|
| Dialog: |
| Action: - EXT. TAVERN |
| Timing: |

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Production :

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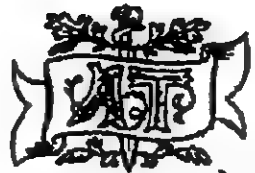
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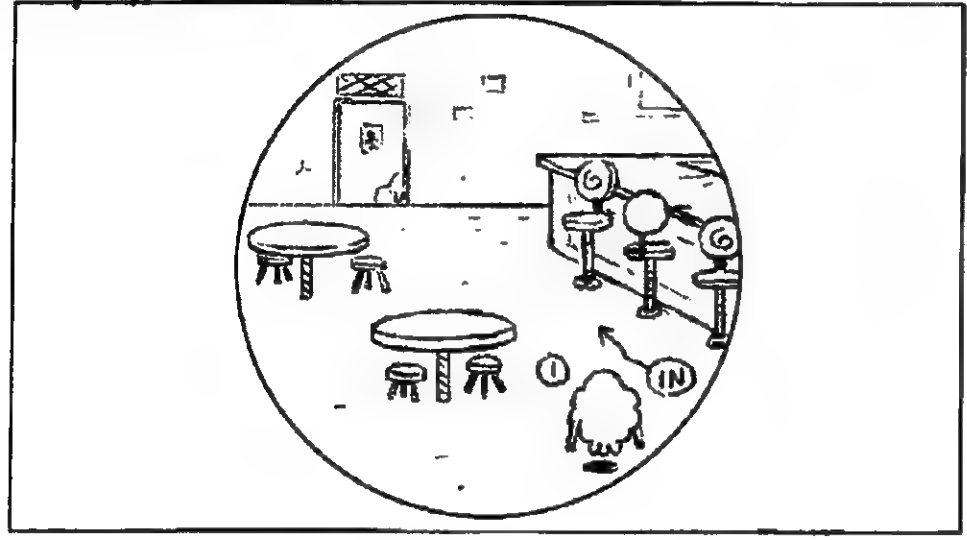
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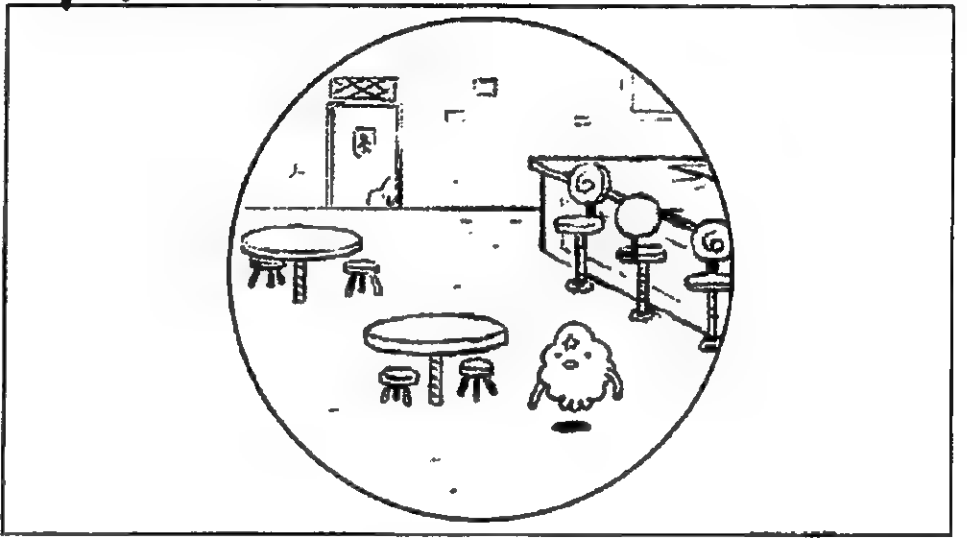


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Sc. 107 CONT Pnl. B Bg. day night



Sc. 107 CONT Pnl. C Bg. day night



| | |
|---------------------|---|
| Dialog: | |
| <u>LSP: JOHNNY?</u> | |
| Action: | <u>LSP FLOATS ON/S & LOOKS AROUND</u> |
| Timing: | |



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ADVENTURE TIME



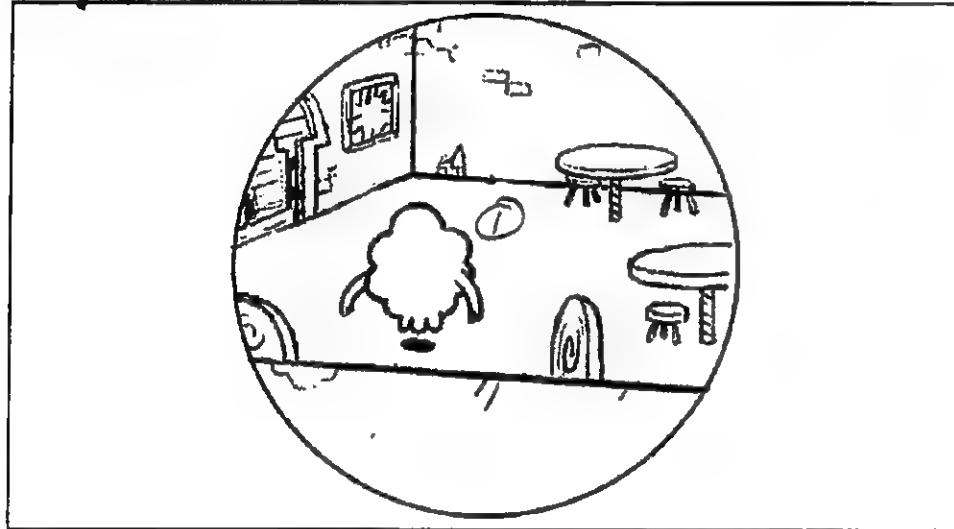
Page **170**

Sc. **108**

Pnl. A

Bg.

day night

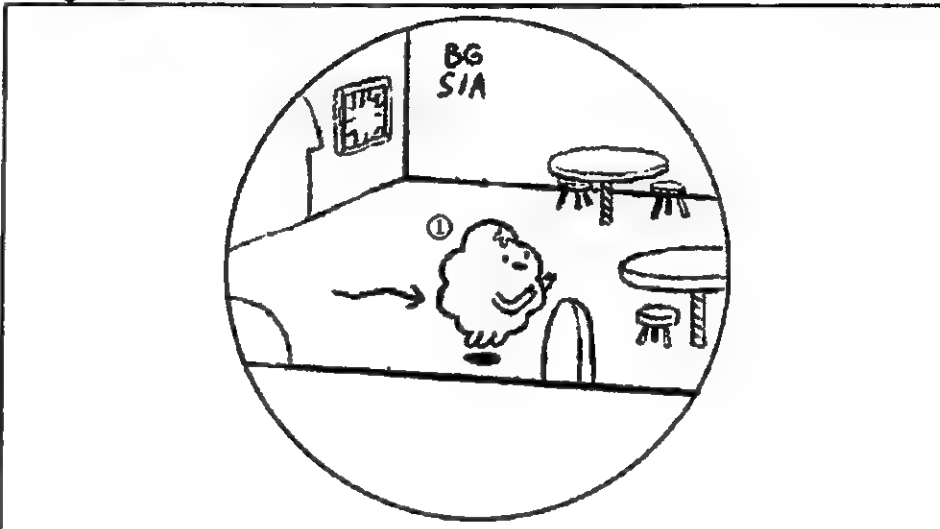


Sc. **108 CONT**

Pnl. B

Bg.

day night

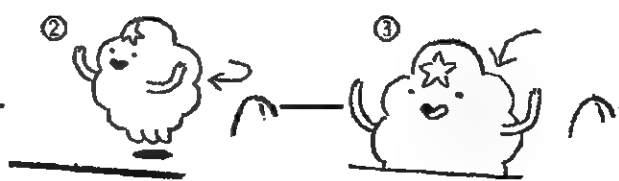
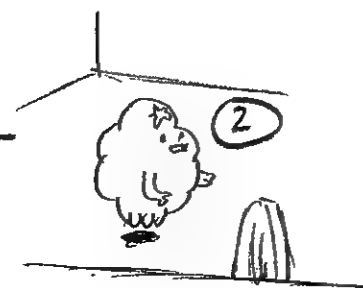


Dialog:

LSP/ C'mon... sit up straight, let me see your eyes...
ha-ha.

Action:

Timing:



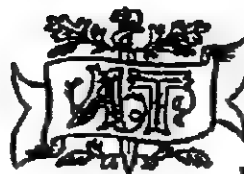
EPISODE #
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ADVENTURE TIME



Sc. 108 CONT

Pnl. C

Bg.

day night

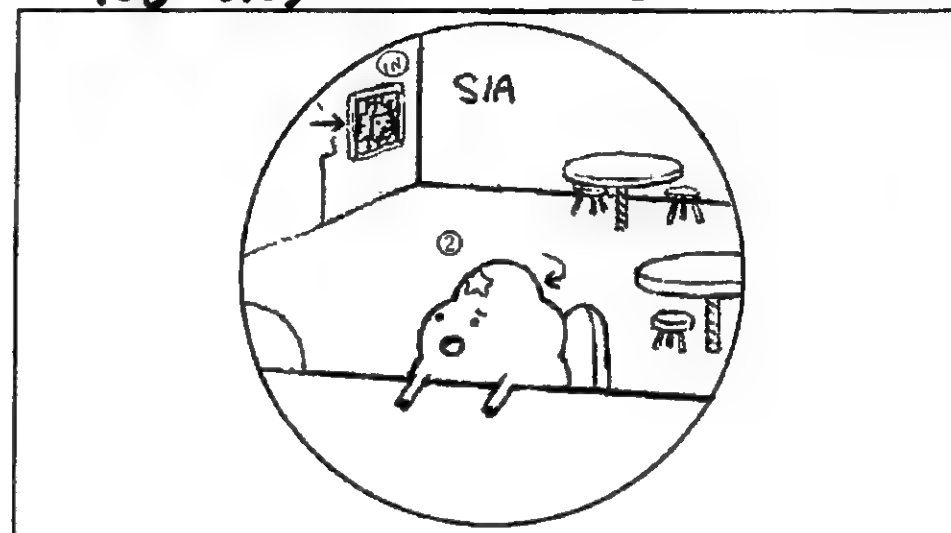
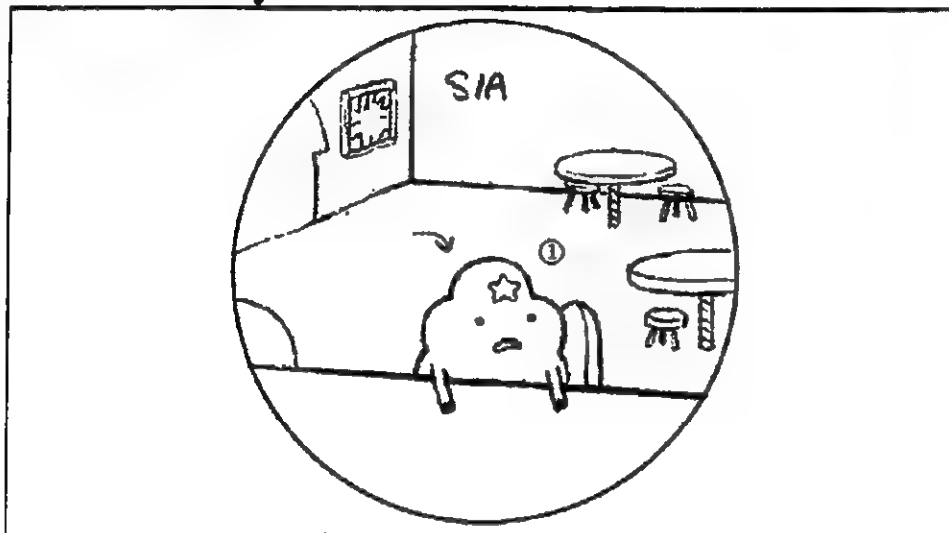
Sc. 108 CONT

Pnl. D

Bg.

day night

Page 171



Dialog:

LSP: EUH...

PB: HE'S NOT HERE

LSP: *GASP*

Action:

LSP SITS ON BAR STOOL LOOKING DISAPPOINTED

— PB POPS UP IN WINDOW

Timing:



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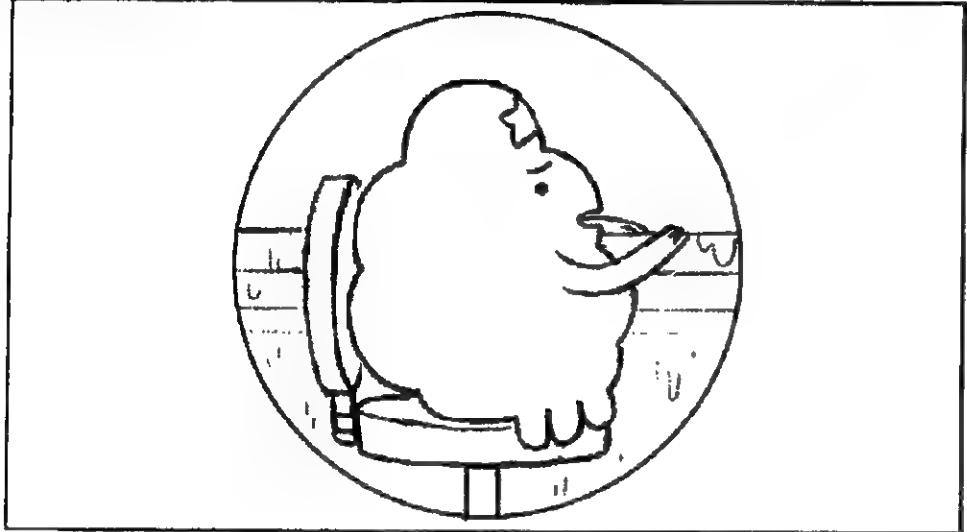


Sc. 109

Pnl. A

Bg.

day night



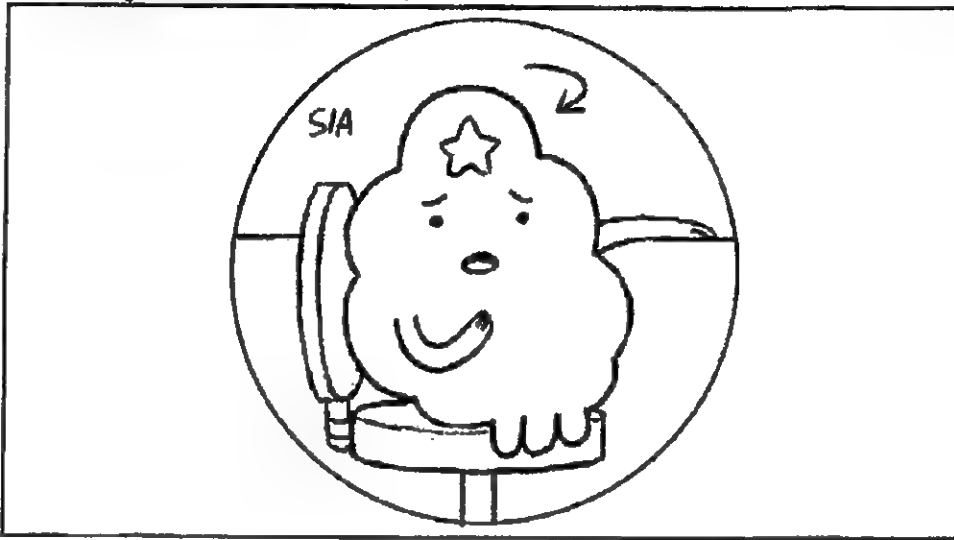
Sc. 109 CONT

Pnl. B

Bg.

day night

Page 172



| | | |
|---------|-----------------------------|---|
| Dialog: | <p><u>LSP</u>: WHAT?</p> | <p><u>LSP</u>: BUT I SENT HIM BACK!</p> |
| Action: | <p>LSP SWIVELS IN CHAIR</p> | |
| Timing: | | |

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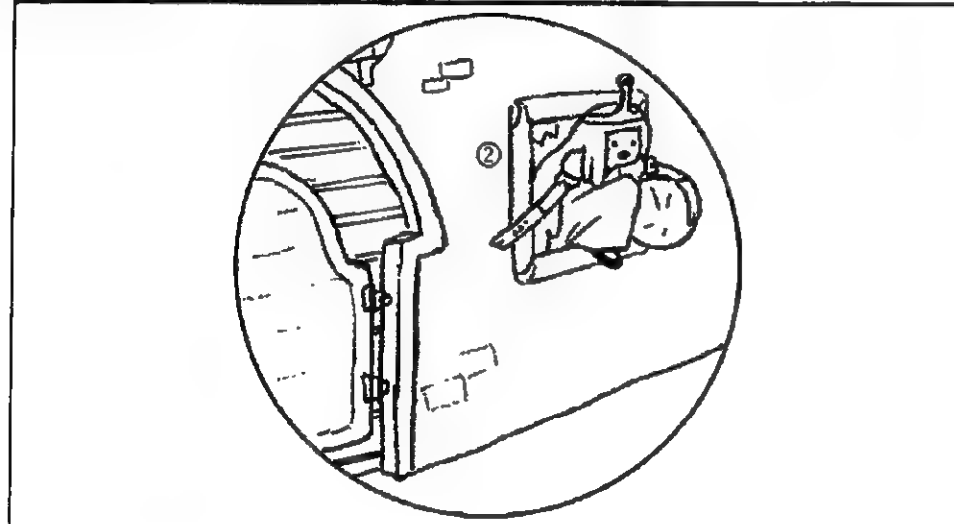
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Sc. 110

Pnl. A

Bg.

day night

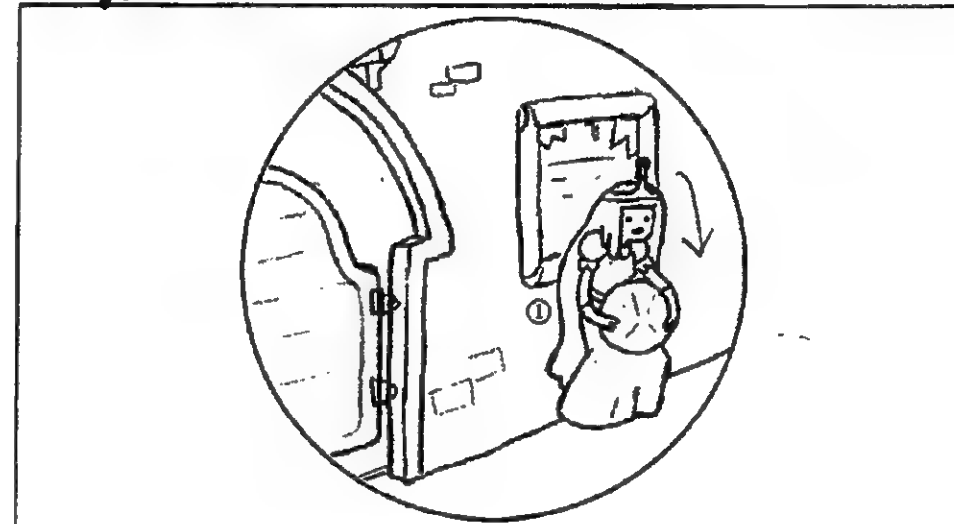


Sc. 110 CONT

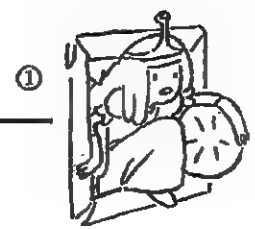
Pnl. B

Bg.

day night



| | |
|---|----------------------------|
| Dialog: | |
| <u>PB</u> : THE SPHERE WOULD HAVE HAD TO LOG HIS MOLECULES. BEFORE YOU ENGAGED THE TIME TRAVEL FUNCTION | |
| Action: | -PB CLIMBS THROUGH WINDOW. |
| Timing: | |



EPISODE # **1014-160**

Production :
SEP 24 2013

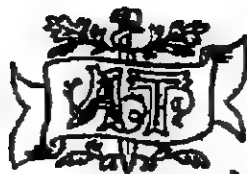
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ADVENTURE TIME

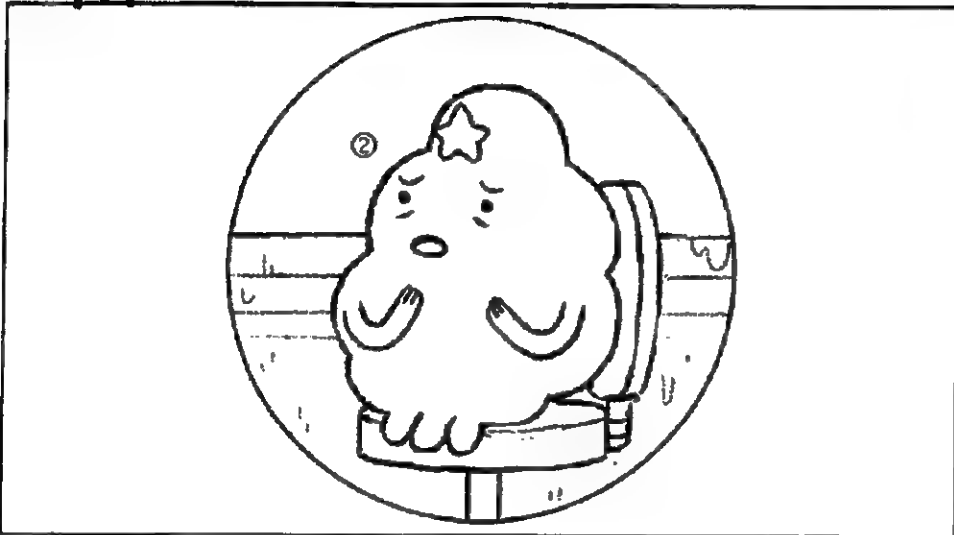


Sc. 111

Pnl. A

Bg.

day night



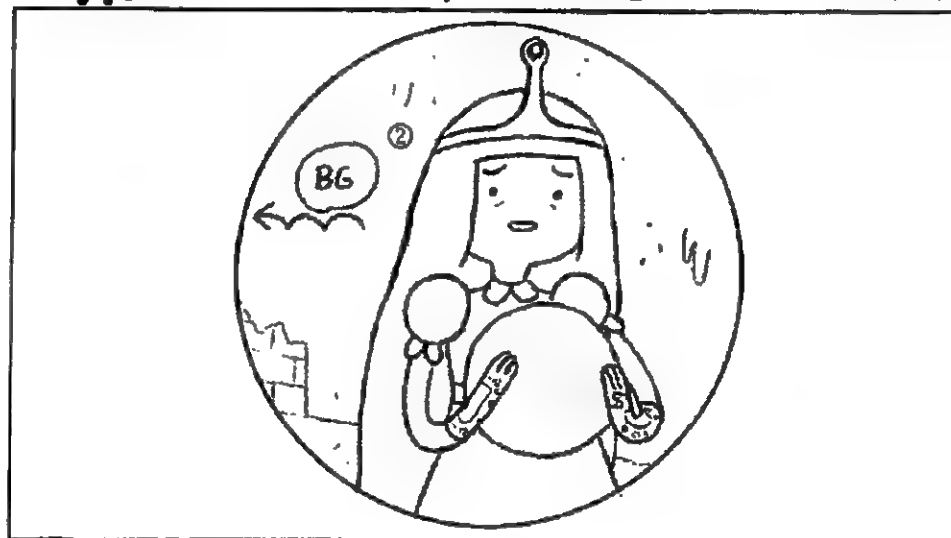
Sc. 112

Pnl. A

Bg.

day night

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Dialog:

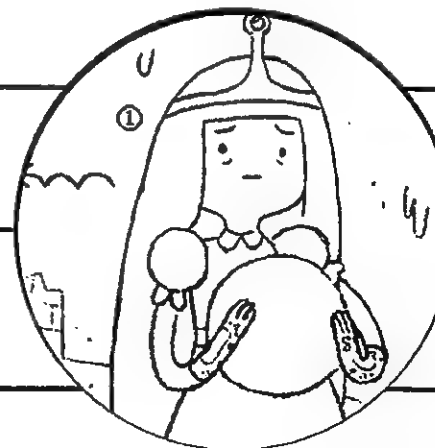
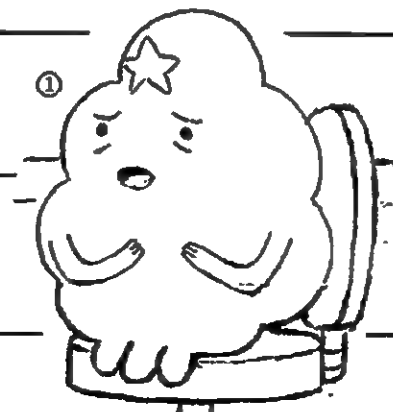
LSP: WELL ... THEN WHERE IS HE ?!

PB: I DON'T KNOW

Action:

- PB WALKS FORWARD.

Timing:



EPISODE #
1014-160

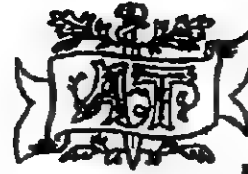
Production :

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ADVENTURE TIME



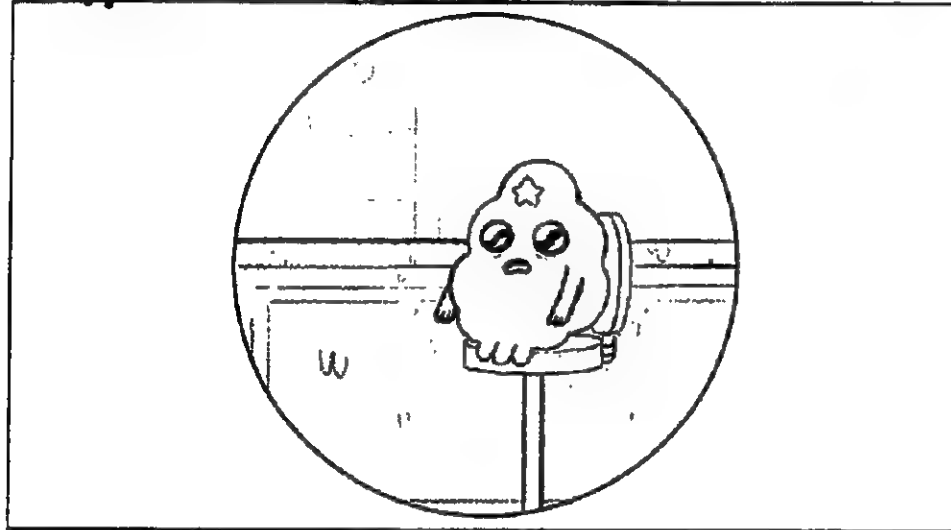
Page 175

Sc. 113

Pnl. A

Bg.

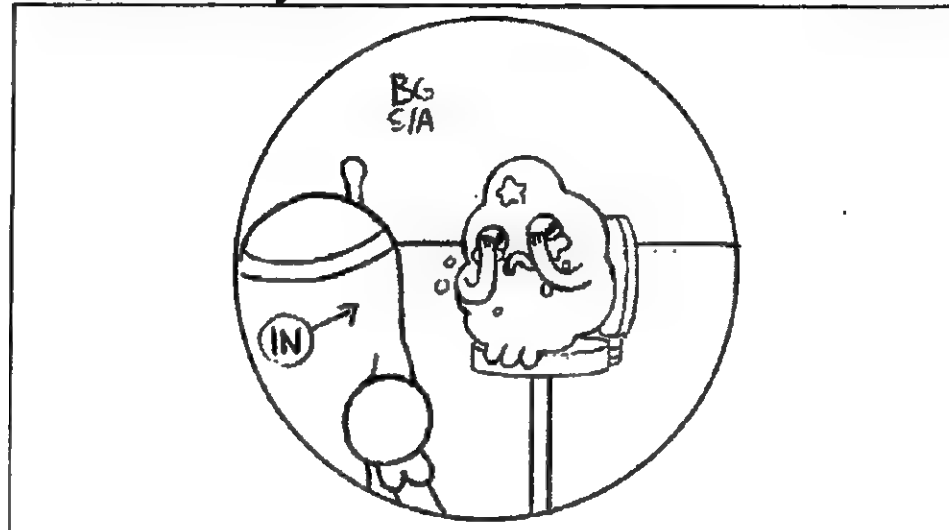
day night



Sc. 113 CONT Pnl. B

Bg.

day night



Dialog:

LSP: EUH...

LSP: *CRYING*

Action:

- PB WALKS ON/S

Timing:

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Production :

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ADVENTURE TIME



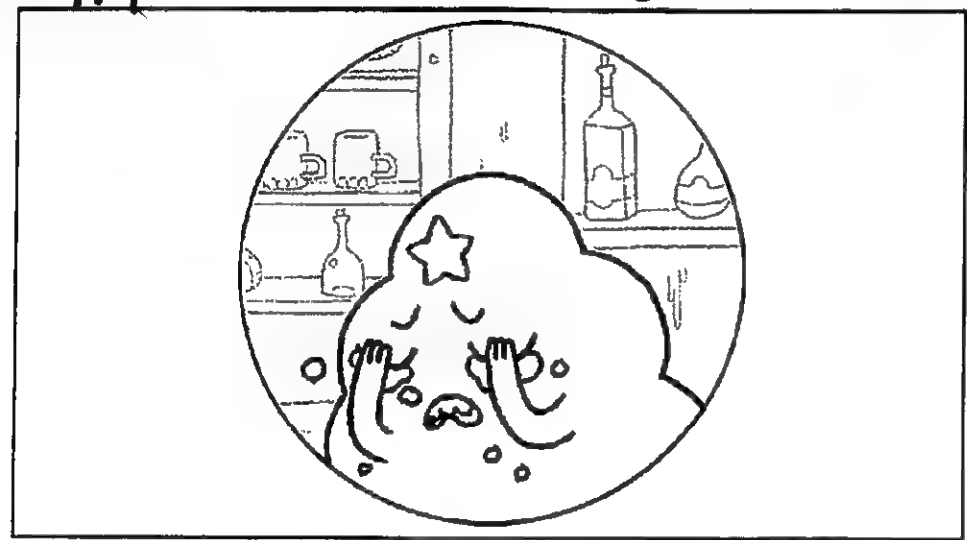
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Sc. 114

Pnl. A

Bg.

day night



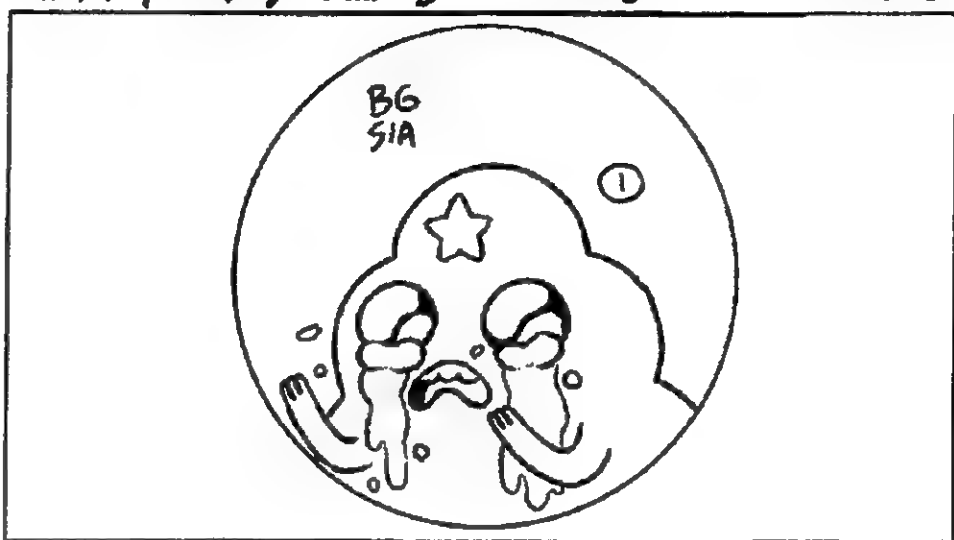
Sc. 114 CONT

Pnl. B

Bg.

day night

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Dialog:

LSP: *CRYING*

LSP/ THEN IF HE'S GONE... CAN YOU SEND ME BACK? TO BEFORE I MET HIM SO I WON'T HAVE TO REMEMBER THIS HEARTACHE?

A:
T:



EPISODE # 1014-160

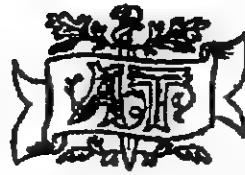
Production :

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ADVENTURE TIME



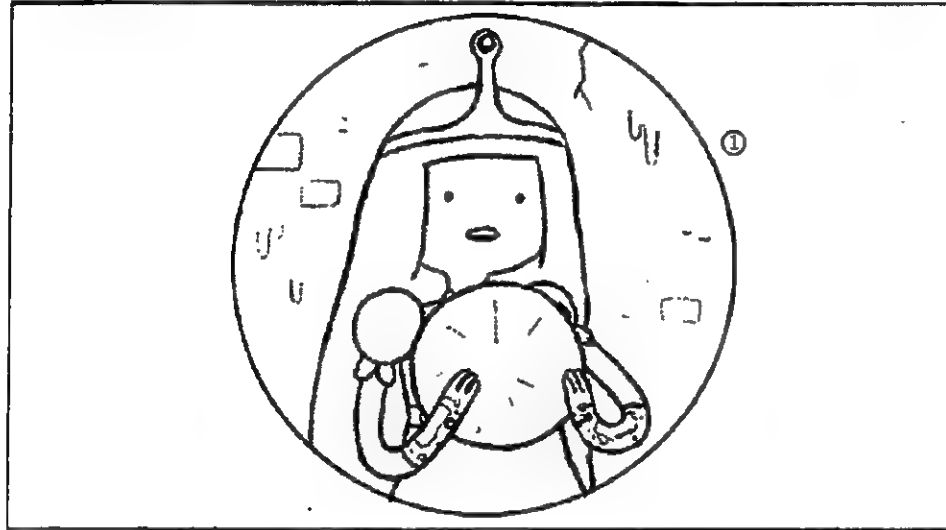
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Sc. 115

Pnl. A

Bg.

day night

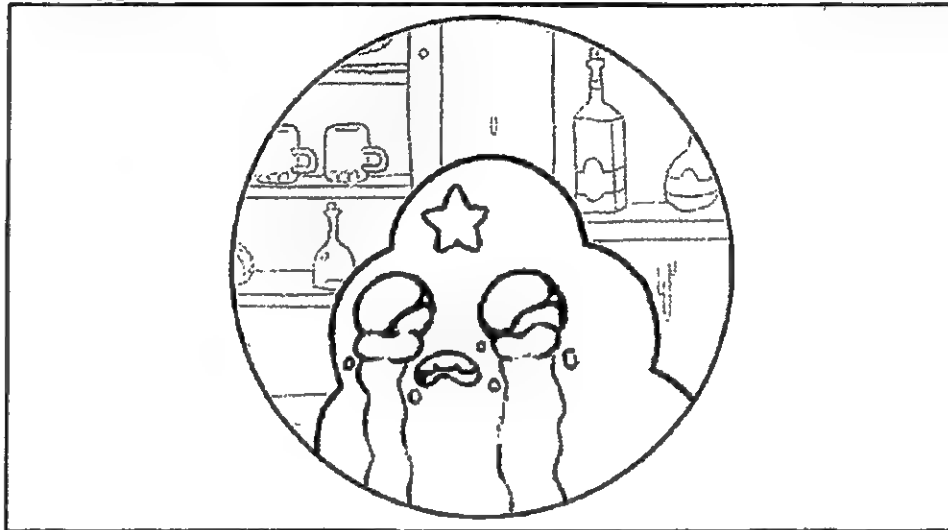


Sc. 116

Pnl. A

Bg.

day night

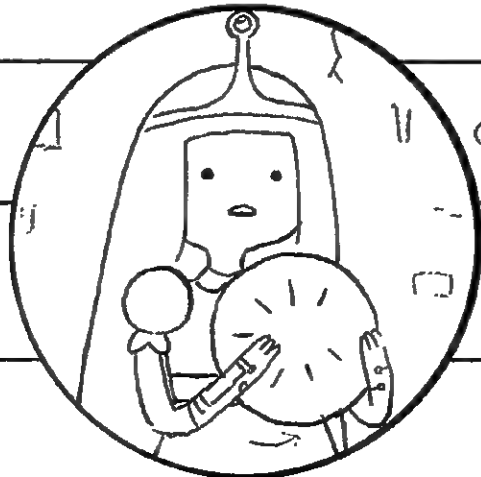


Dialog:

PB: IF THAT'S WHAT YOU WANT.

Action:

Timing:



(BEAT)

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ADVENTURE TIME



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Sc. 116 CONT

Pnl. B

Bg.

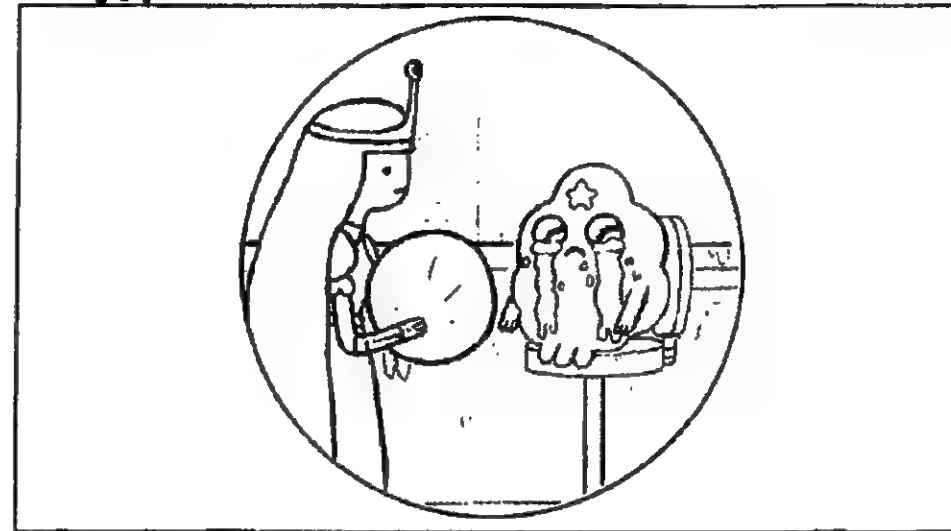
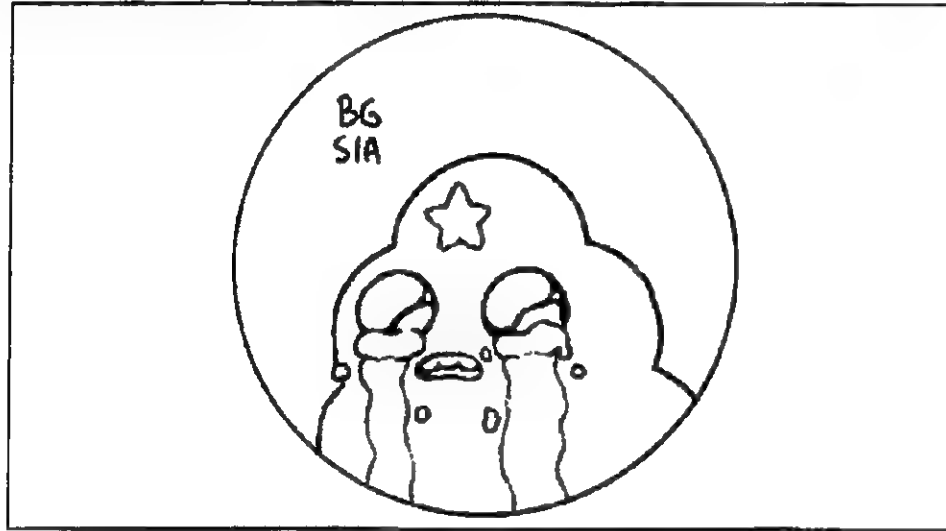
day night

Sc. 117

Pnl. A

Bg.

day night



Dialog:

LSP: DO IT.

Action:

Timing:

EPISODE# 1014-160

Production :

SEP 24 2013

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ADVENTURE TIME

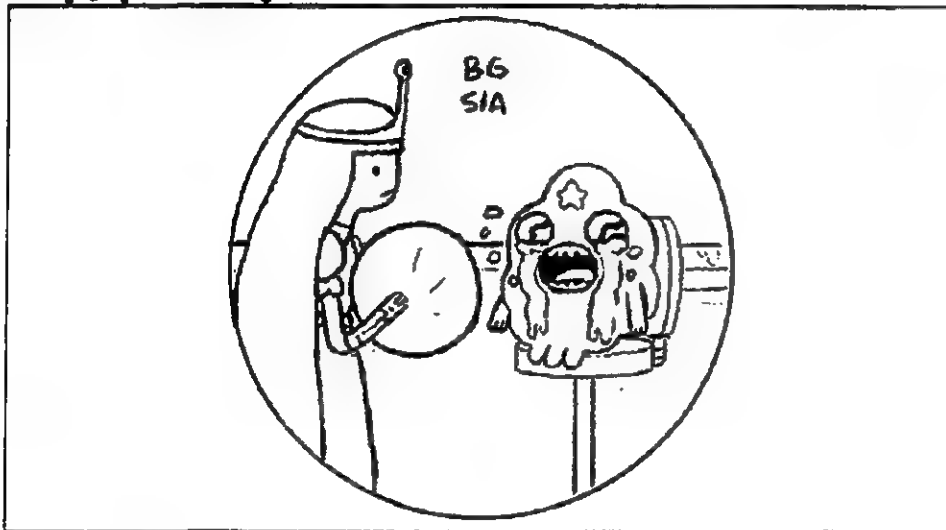


Sc. 117 CONT

Pnl. B

Bg.

day night

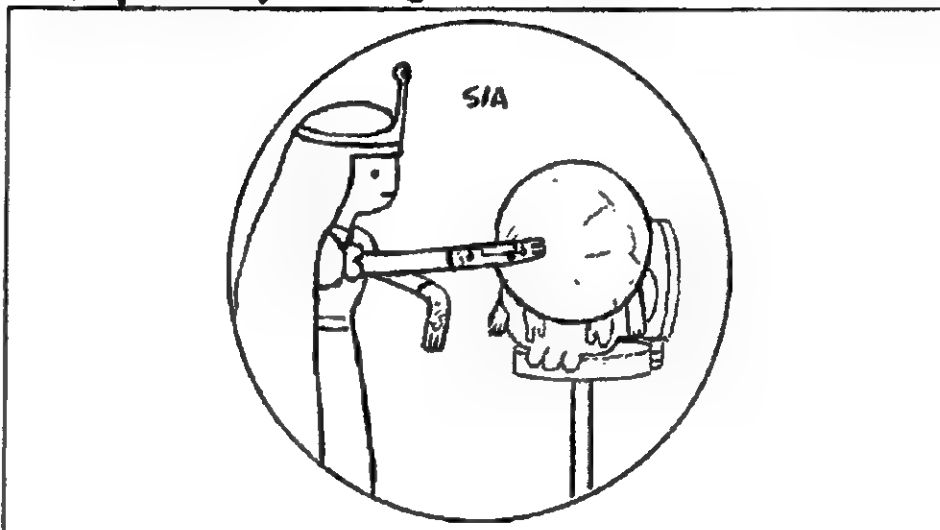


Sc. 117 CONT

Pnl. C

Bg.

day night



Dialog:

LSP: DO IT!

Action:

Timing:

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EPISODE # 1014-160

Production :
SEP 24 2013

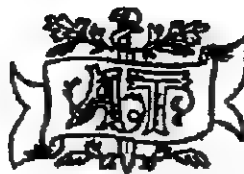
1014/160

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ADVENTURE TIME

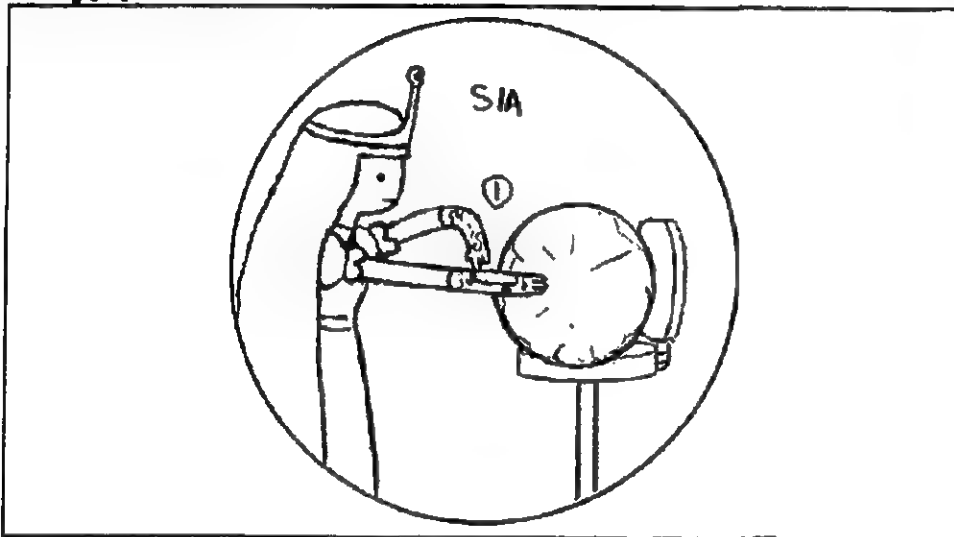


Sc. 117 CONT

Pnl. D

Bg.

day night



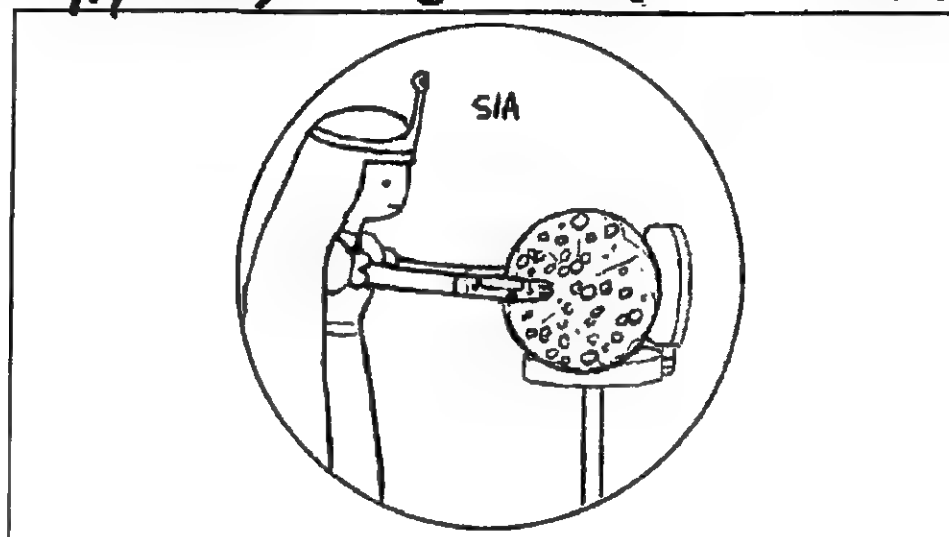
Sc. 117 CONT

Pnl. E

Bg.

day night

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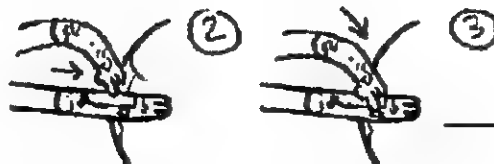


Dialog:

SFX: WOMP!

Action:

PB SLIDES FINGER ACROSS
LCD THEN PRESSES BUTTON



LSP DISSOLVING

Timing:

EPISODE # 1014-160

Production :

SEP 24 2013

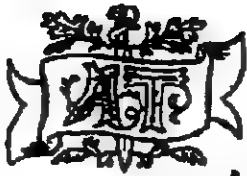
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ADVENTURE TIME

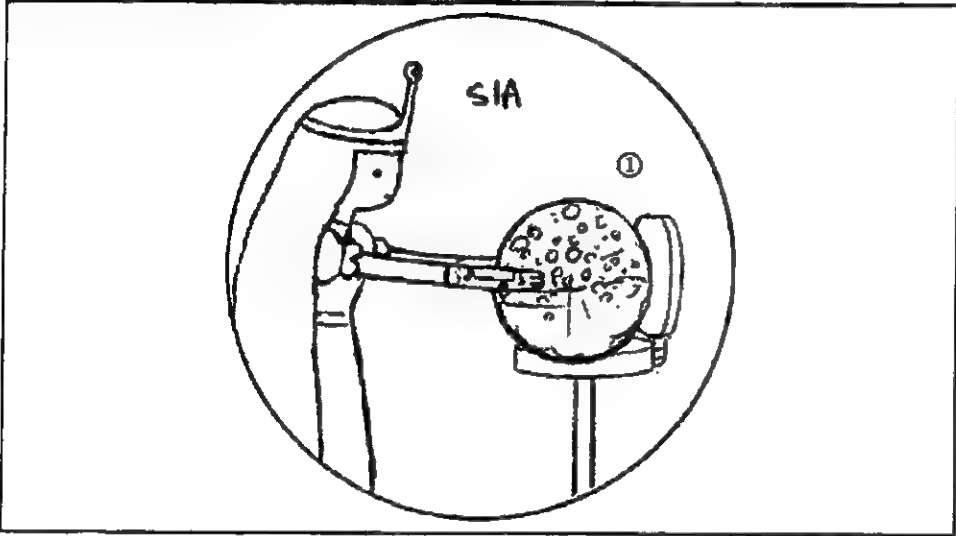


Sc. 117 cont

Pnl. F

Bg.

day night

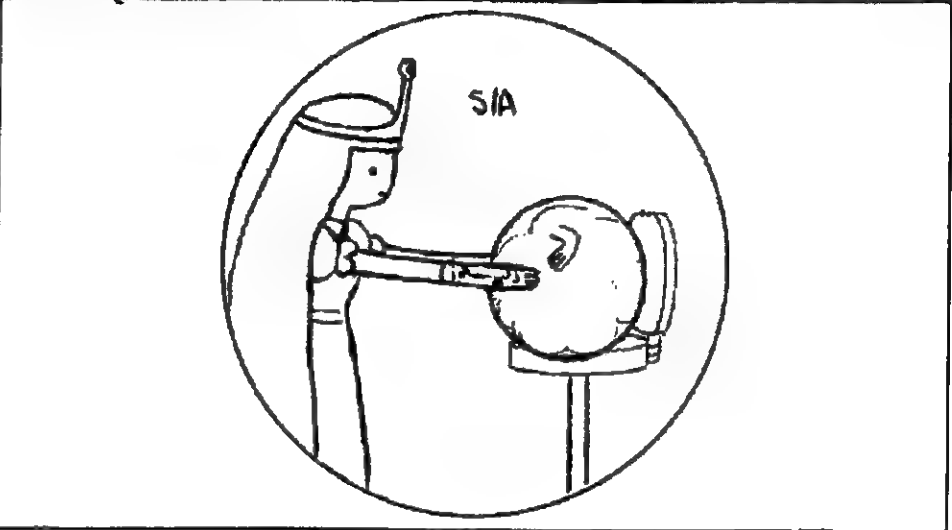


Sc. 117 CONT

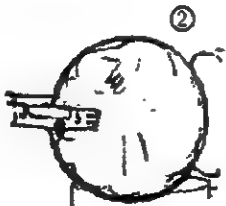
Pnl. G

Bg.

day night



| | |
|---------|----------------|
| Dialog: | |
| Action: | -LSP REFORMING |
| Timing: | |



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Production : SEP 24 2013

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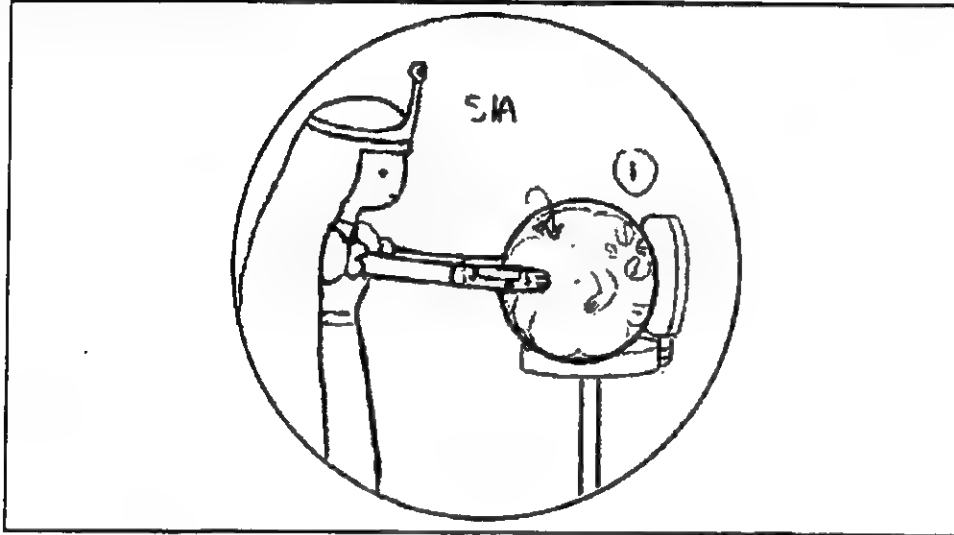
1014/160

ADVENTURE TIME

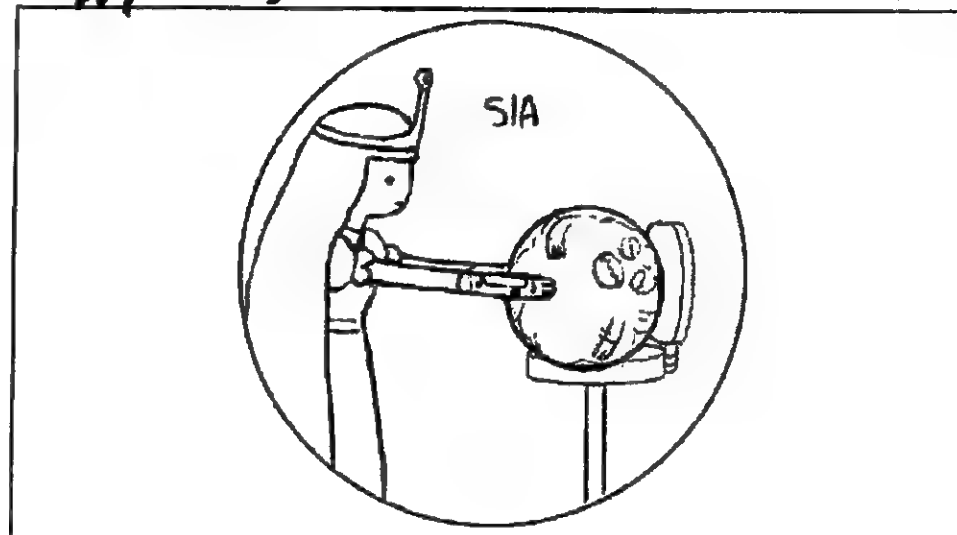


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Sc. 117 CONT Pnl. H Bg. day night



Sc. 117 CONT Pnl. I Bg. day night



Dialog:

Action:

LSP TURNS & FLOPS AROUND

Timing:



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Production :

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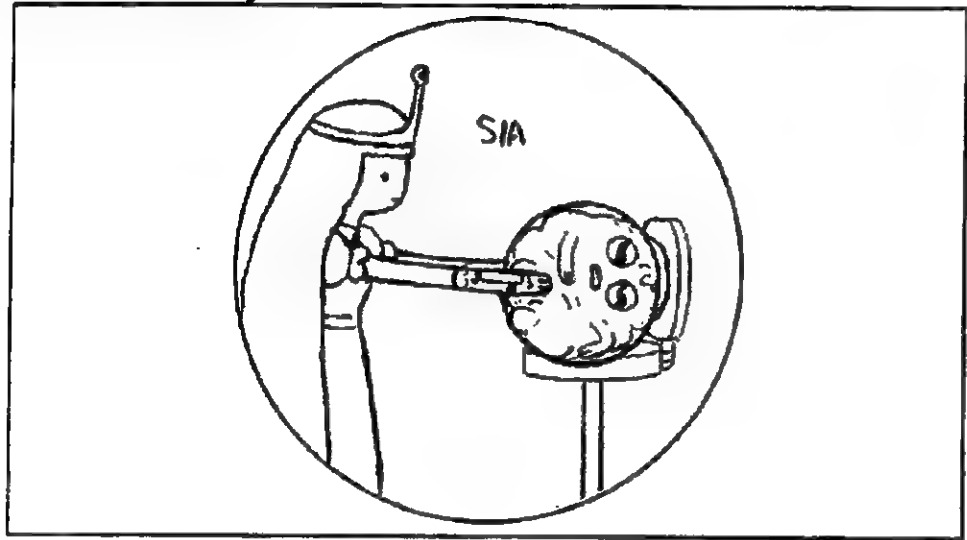
1014/160

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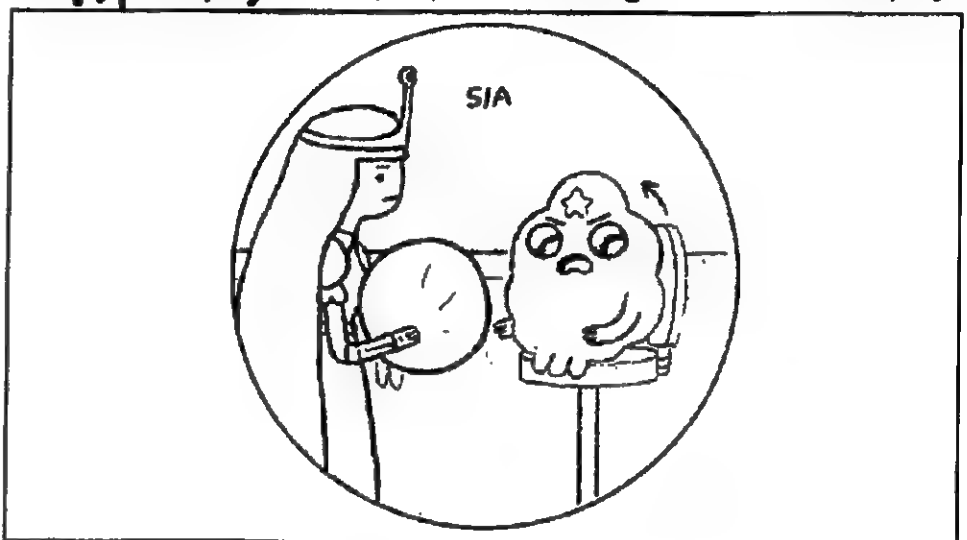
ADVENTURE TIME



Sc. **117 CONT** Pnl. **J** Bg. day night



Sc. **117 CONT** Pnl. **K** Bg. day night



| | |
|---------|--|
| Dialog: | LSP: YOU WITCH, GIVE THEM TO... |
| Action: | |
| Timing: | |

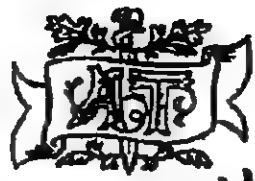
EPISODE #
1014-160

Production :
SEP 24 2013

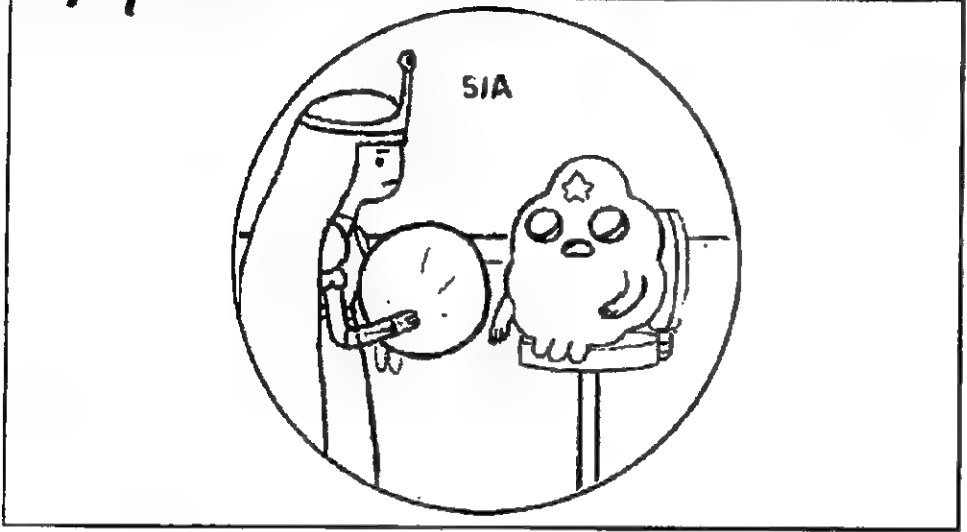
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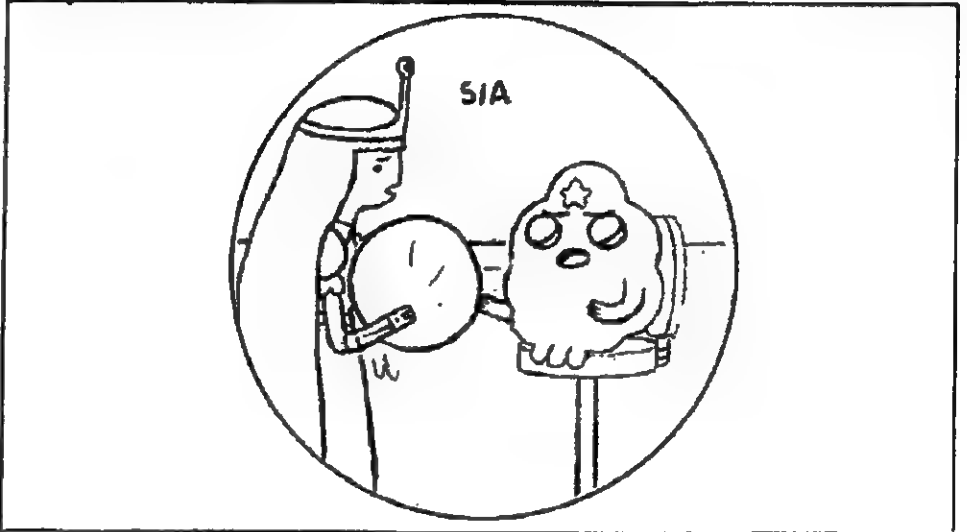
ADVENTURE TIME



Sc. 117 CONT Pnl. L Bg. day night



Sc. 117 CONT Pnl. M Bg. day night



| | | |
|---------|-----------------------------------|---------------------------------------|
| Dialog: | <u>LSP</u> : WHA... WHERE ARE WE? | <u>PB</u> : YOU ASKED ME TO USE THIS. |
| Action: | | |
| Timing: | | |

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EPISODE #

Production :

SEP 24 2013

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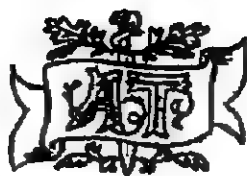
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ADVENTURE TIME

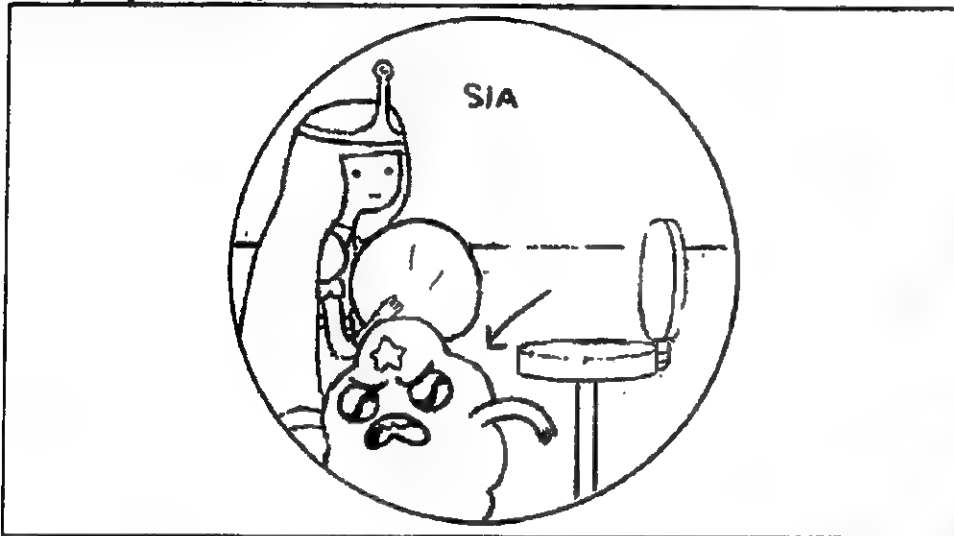


Sc. 117 CONT

Pnl. N

Bg.

day night

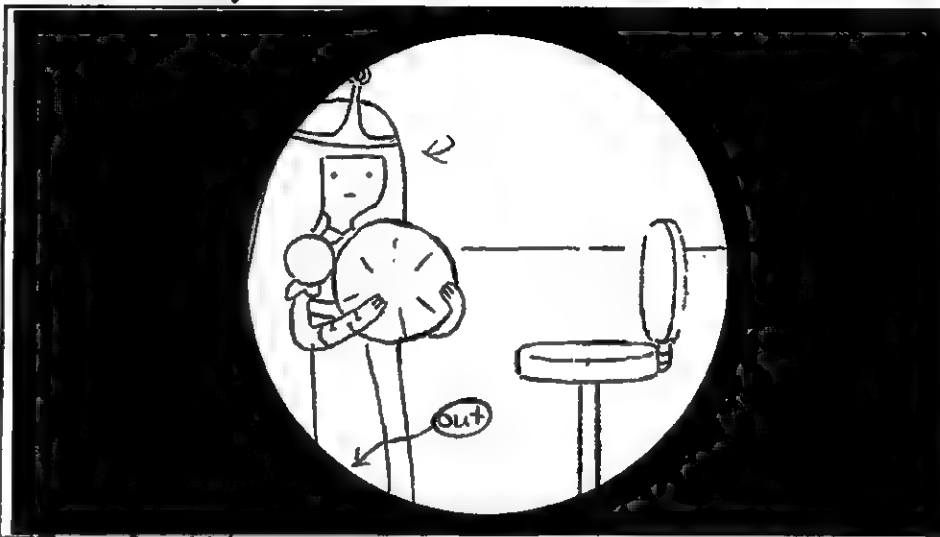


Sc. 117 CONT

Pnl. O

Bg.

day night



Dialog:

LSP: DON'T TOUCH ME!

Action:

LSP PUSHES OFF/S PAST PB

-LSP floats off/s
-PB turns

Timing:

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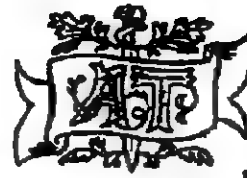
Production :

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ADVENTURE TIME



Sc. 118

Pnl. A

Bg.

day night

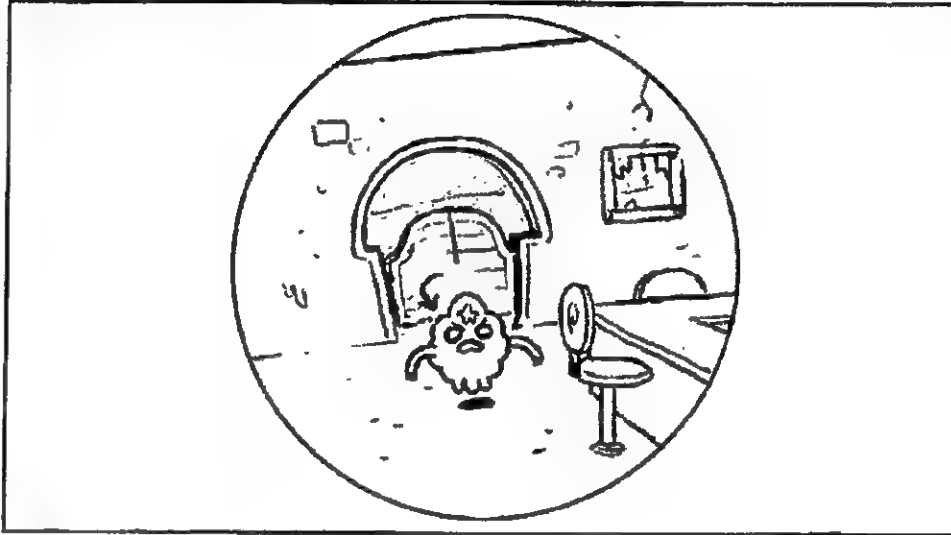


Sc. 118 CONT

Pnl. B

Bg.

day night



Dialog:

LSP: YOU PRETTY SKUNK!

Action:

Timing:



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EPISODE # 1014-160

Production :

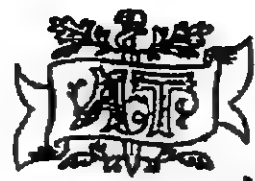
SEP 24 2013

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ADVENTURE TIME

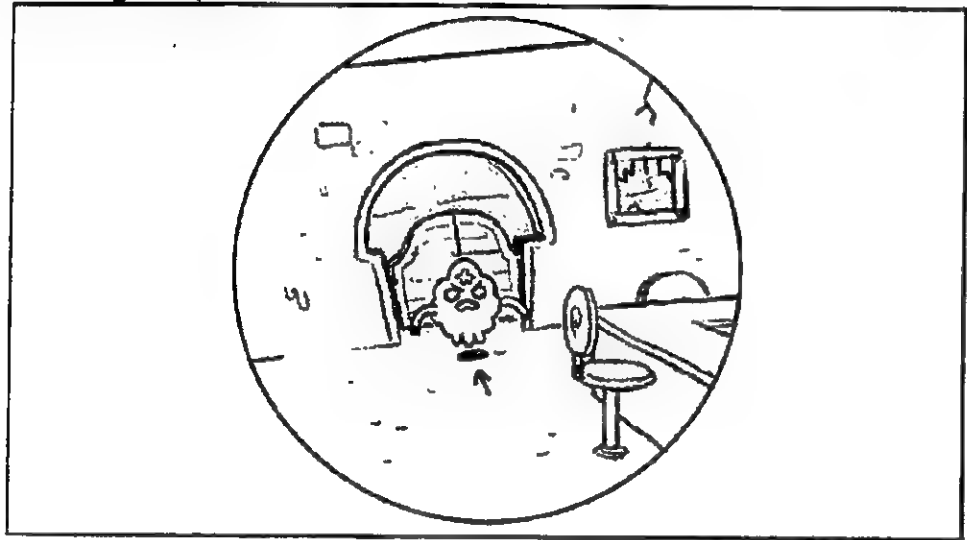


Sc. 118 CONT

Pnl. C

Bg.

day night

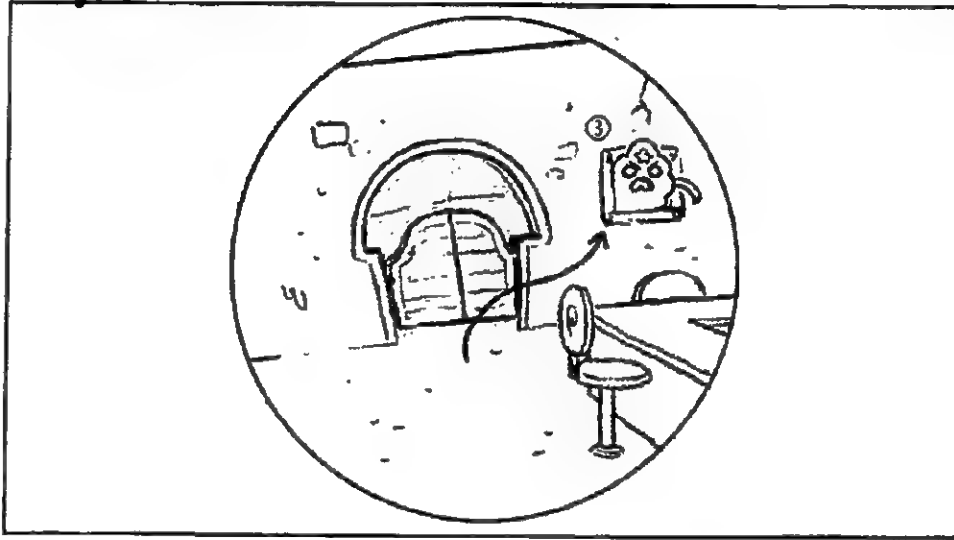


Sc. 118 CONT

Pnl. D

Bg.

day night



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Dialog:

LSP: YOU DON'T KNOW HEARTACHE WITH THE WHOLE CANDY KINGDOM -

LSP: IN LOVE WITH YOUR BUBBLEGUM BUNS!

Action:

-LSP WEDGES BODY IN WINDOW

-LSP POPS OUT WINDOW.



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Production : SEP 24 2013

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ADVENTURE TIME



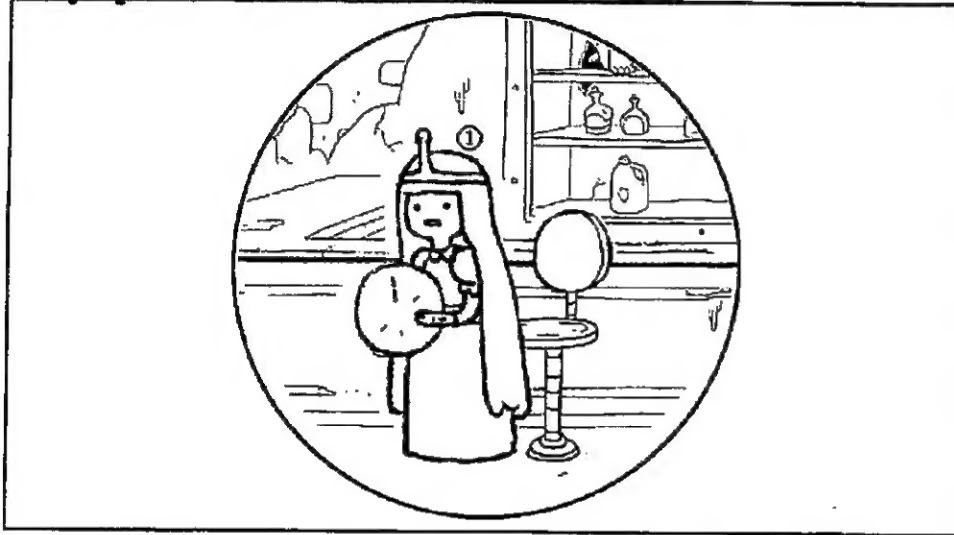
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Sc. **119**

Pnl. A

Bg.

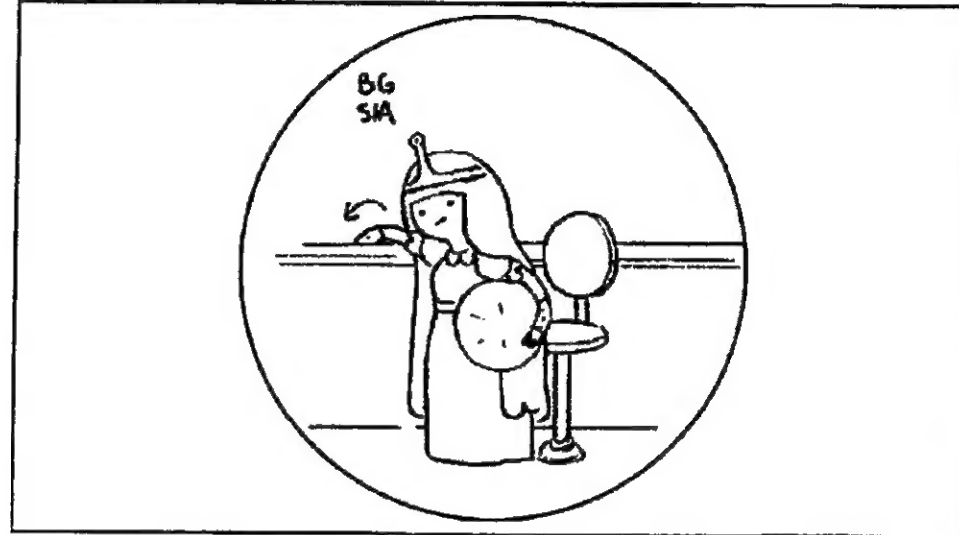
day night



Sc. **119 CONT** Pnl. B

Bg.

day night



Dialog:

PB: * SIGH *

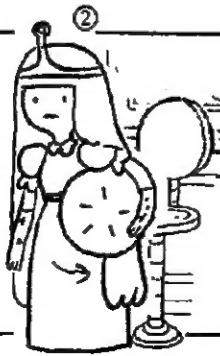
SFX: CLINK CLINK

Action:

-PB shifts sphere under arm

-PB REACHES OVER COUNTER

Timing:



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Production :

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ADVENTURE TIME

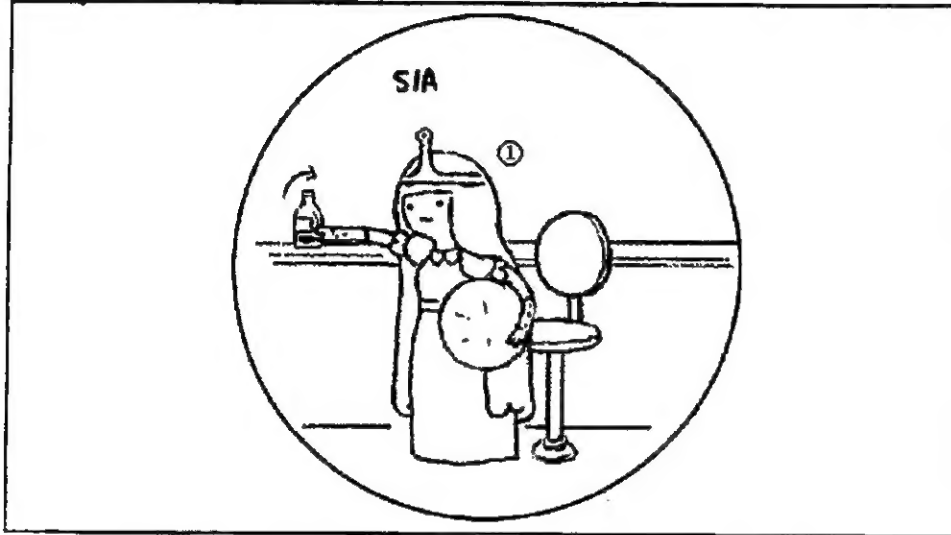


Sc. 119 CONT

Pnl. C

Bg.

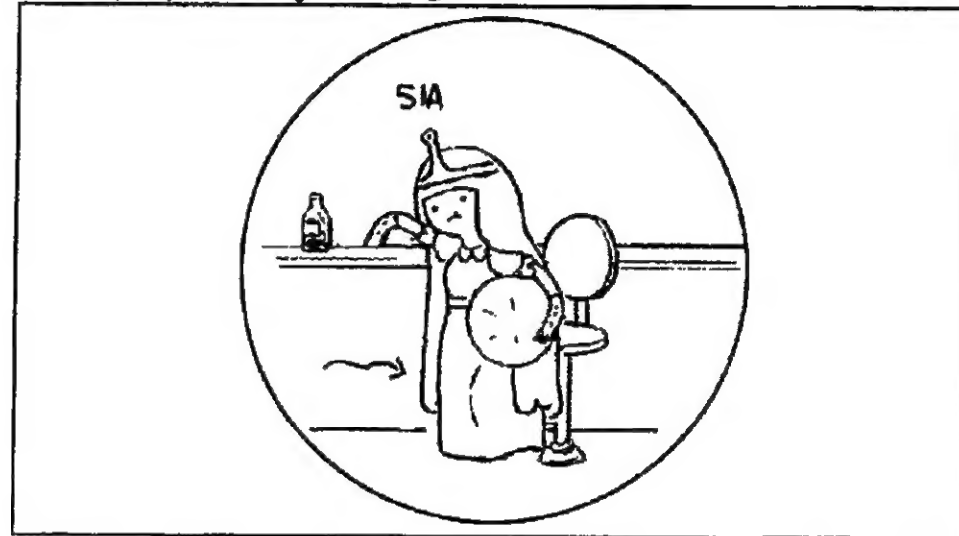
day night



Sc. 119 CONT Pnl. D

Bg.

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day night



Dialog:

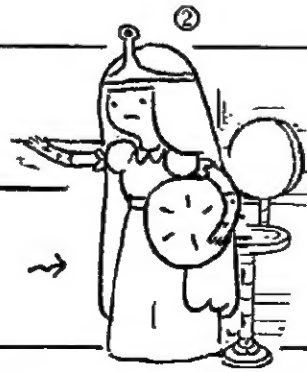
SFX: CLINK CLINK CLINK

Action:

-PB PULLS OUT ROOT BEER

-PB REACHES BEHIND COUNTER

Timing:



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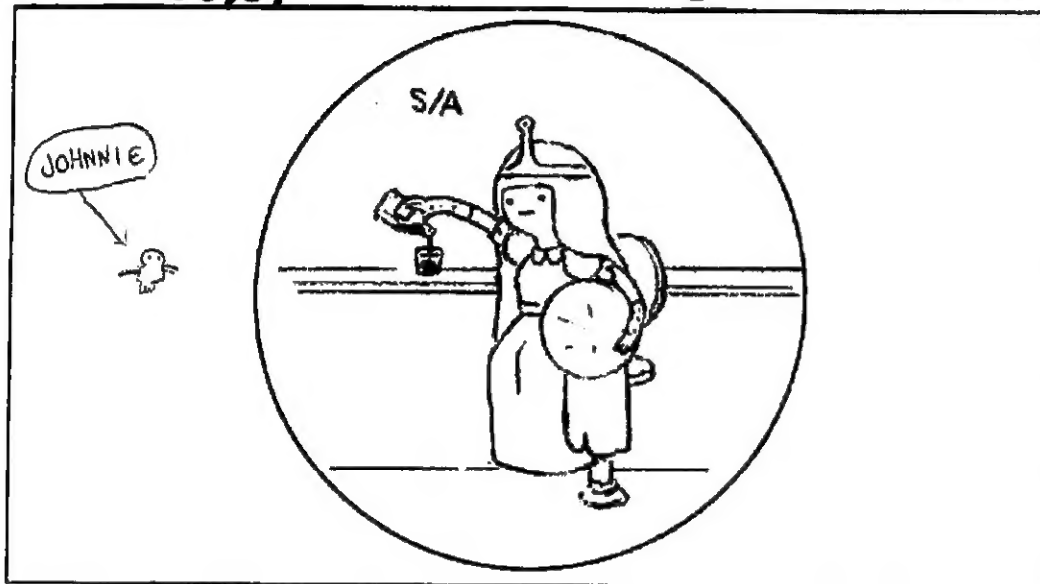
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ADVENTURE TIME

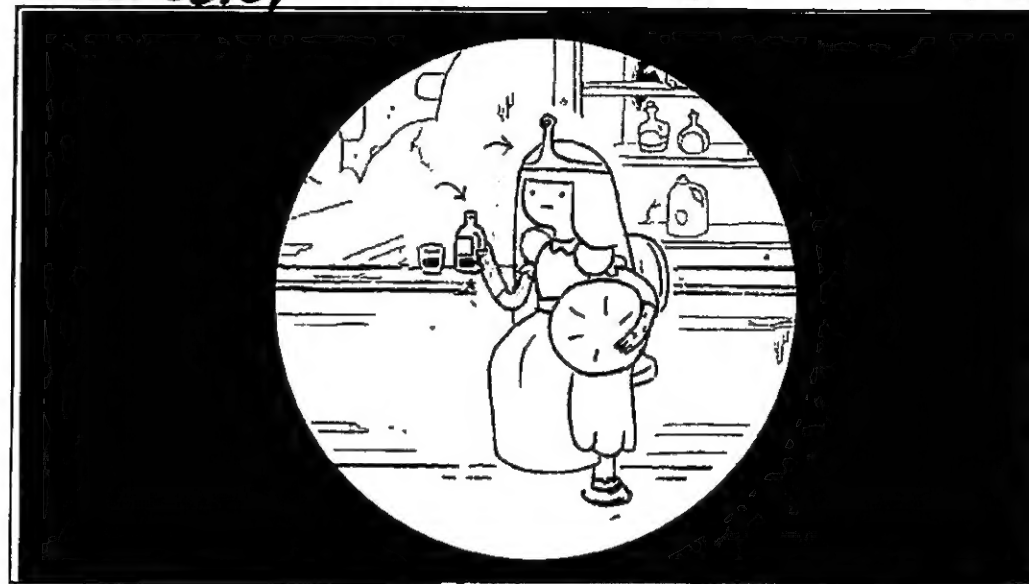


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Sc. 119 *CONT* Pnl. G Bg. day night



Sc. 119 *CONT* Pnl. H Bg. day night



Dialog:

SFX * POUR *

Action:

END

Timing:

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ADVENTURE TIME

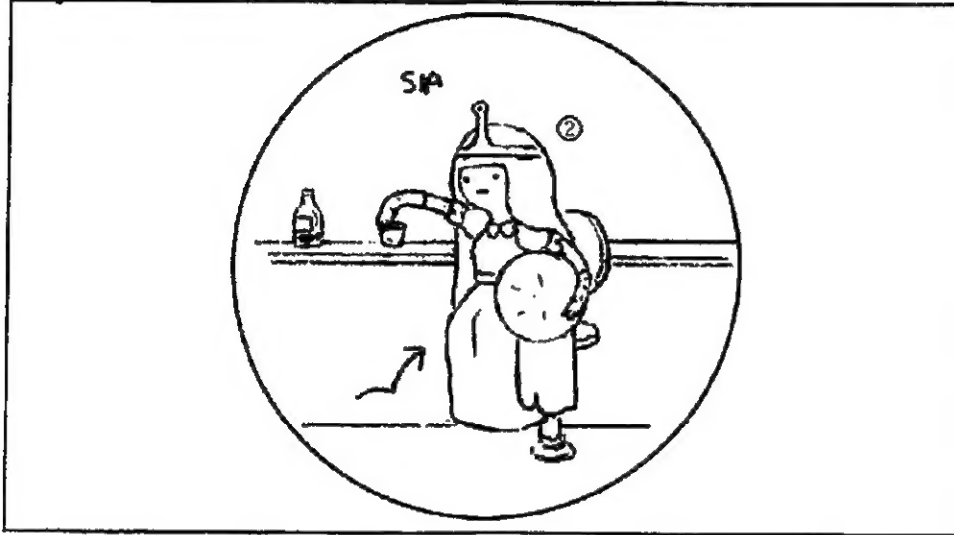


Sc. 119 CONT

Int. E

Bg.

day night

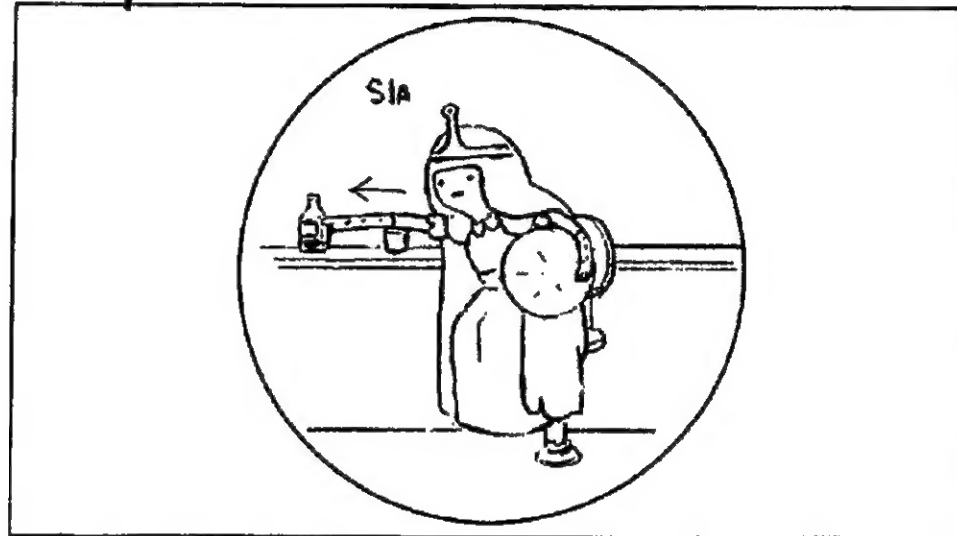


Sc. 119 CONT

Int. F

Bg.

day night

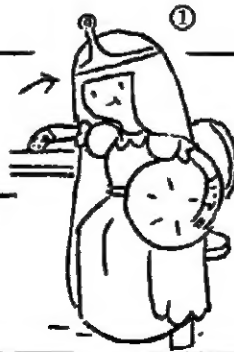


Dialog:

Action:

— PB BACKS UP & SITS IN CHAIR

Timing:



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Production :

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